



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

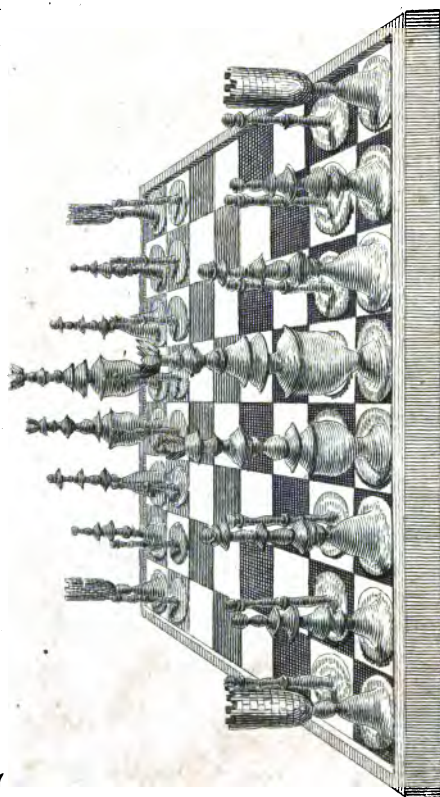
We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

Chess Board & Pieces.



Published by S. Bagster, Strand.

THE THEORY OF CHESS;

A TREATISE,

In which the PRINCIPLES and MAXIMS

Of this GAME, or rather SCIENCE,

Are clearly and concisely explained ;

As concisely, at least,

As it might be advisable to attempt :

*INCLUDING DIRECTIONS FOR PLAYING,
MODELLED AND ARRANGED IN AN ORIGINAL MANNER :*

ACCOMPANIED WITH NECESSARY ILLUSTRATIONS.

*For the USE of those,
Whom the CELEBRITY of CHESS,
Has inspired with a wish to become acquainted with it ;
But who,
Not having access to any Professor,
Have no better way of acquiring the Rudiments,
Than a Recourse to Publications on the subject.*

*Books are a sort of dumb Teachers, they point out the way to Learning ;
but if we labour under any doubt or mistake, they cannot answer sudden
questions, or explain present doubts and difficulties."* Dr. WATTS.

London :

PRINTED FOR THE AUTHOR, AND SOLD BY

SAMUEL BAGSTER, NO. 81, STRAND.

1799.

[Price 2s. 6d.]

794.01

T343

P R E F A C E.

TO the common reader no preface is necessary: but as the following Treatise may fall into the hands of those, whose proficiency in Chess entitles them to arbitrate every question concerning it, the writer thinks it incumbent on him to state to them his reasons for the few inconsiderable alterations he has made in the names of some of the pieces.

It was not a fondness for innovation; but an antipathy to it, founded on the danger which mostly accompanies it, that induced him to this measure. He thought it too likely, that the ordinary objections, of the absurdity of a soldier's being turned into a queen—of a bishop's being engaged in a field of battle—and of a castle's being handed about like a portmanteau—and others of the kind—though of little intrinsic, might have specious weight enough, to lead many to the

a 2

adoption

adoption of alterations by which the spirit of the game would be lost,

With a view to obviate this effect, he set himself to consider, whether these objections to the common system might not be removed, without at all changing the *principle* of Chess; that is, by a general or partial revision of *name* only. This led to an examination of parts. An immediate and accidental result was, that the game of Chess, though generally considered as an emblem of WAR—the *blood-stained species of it*—seemed to him more to resemble *those less-ensanguined, political hostilities which take place between great men in free countries*: an idea which was at once suggested and confirmed, by observing, that when one combatant is said to conquer another, instead of doing any thing like killing or wounding him, he only *ousts him from his place and gets into it himself*.

But though he was fortified in this conceit by other considerations, he adopted it at first but *provisionally*. His next step was to see, whether he could best compass his design—that of making all the parts of the game tally with one another, without

without disturbing their internal arrangement, and with the fewest possible alterations *even in name*—by proceeding on the old or the new idea.

What he hopes, was an impartial trial, determined him to consecrate the Chess-board to *MINERVA* rather than to *MARS*; and, divesting it of the doubtfulness of assimilation that it has hitherto been involved in (which must indeed have been done in either case) to make it decidedly represent a *political contest*. To do this, it was only necessary to call the queen, a *minister*; the rooks or castles, *peers*; the pawns, *commoners*; and castling, *closeting*: leaving to the other pieces, the *king*, the *bishops*, and the *knights*, their *commonly received appellations*; and to *those* no less than *these*, their powers and properties *unaltered in the least**.

To the project of which he has thus given the history, and which he hopes the *PHILIDORES* and *ATWOODS* will look on with favour, he was collaterally impelled by a very distinct kind of

* An objection to the common terms, more solid than any before mentioned, seems to be, that the low ones, *pawn* and *rook*, are no ways consonant with the dignity of the game.

motive.

motive. Not long ago, in a country where republicanism rages, some of those who have taken care to condense the sovereignty of the people into their *own persons*, published a dictatorial mandate, requiring those among their subjects that practise Chess-playing, to forbear calling any of the pieces by names of a monarchical or aristocratical complexion; and to lose no time in exchanging all such for others more conformable to their own government. This, which was frivolous enough in the *viceroys emperors* of Holland, was a hint not lost on an English patriot, who, to be even with them, determined to accommodate the game of Chess to his own constitution.

If they have come with him so far, he will now take leave of those he is ambitious to please, and of whose patronage he should be proud, to say a word or two to the *hypercritics*—beings who expect to see, what they never shall—“*a faultless piece.*” He foresees it will be objected by these, that that kind of state-contest the author has defined, can never take place between two kings—that from its local limitation, one king only is the most they can admit to be concerned in it—and therefore,
that

that the *duality* of names that the game requires, cannot, on his plan, be admitted without impropriety. This objection, if it cannot be disarmed of all its force, may be very much blunted. The *black** party, the party opposing the literal king, cannot subsist without a *chief*—and that *chief*, whatever he may be *abstractedly*, whether a faction-fostering, peer-outpeering duke, or what not, is in relation to his creatures, a *comparative* MONARCH. The designation given the *second* piece of the same party, the *only other* to whom a similar objection will apply, may be defended still better. Is there not a man *more busy than the rest*, an *acting manager*, or *prime minister*, in every *junto*?

Fearing to spin the analogy too fine, or to hazard any thing positively in its favour, the author will leave others to canvass, whether the process

* Times have been, when oppositions might be denoted by a less obnoxious colour. For the honour of so useful a part of the political machine, it were “devoutly to be wished” that they would soon return†.

† What the author means to wish here, is, that the present opposition may become more advised and temperate, and unprovoking of suspicion in their conduct: not, as some people, in default of this explanation, might have affected to suppose, that the present ministry may become the opposition.

of

of *checking the king*, and other *radicals* of the game, are, on *bis* system, in, or out of character.

Less tenacious of it than might be supposed, nothing that he has said is with a view to press it on the *acceptance* of any: but merely to shew, that he has not *crudely* proposed it.

He leaves it—and *the Treatise independent of it*—to the candour of the public.

What the author is now adding, is confessedly *adventitious*: he hopes it will be pardoned as an overflow of patriotism.

The rulers of Holland, to be consistently inconsistent, ought not to tolerate *Chess at all*; for the *gradation of power* in the pieces is quite repugnant to the principles of *equality*: but their plan of altering the *names*, and leaving the *powers* the same, is something like the trick of calling a demo-

democratical king any thing but what he *is*, democratical kings any thing but what they *are*; of distinguishing a usurper of *entire* sovereignty by the modest oblique title of *president*—a corporation of usurpers, holding the kingly office *in shares*, and having bye laws for the division of the profits like a trading company, by the not so modest, more pithy one of *directory*:—no, it is nothing like it. To have done with the Chess-board, as the artificers of disorder have done with society, the piece called *a king*, and his *limited power*, these directed directors should have totally annihilated; they should have created in his stead *five ascendant executive* PARAMOUNTS, invested with every power but that of *going off the board*, and by an exertion of ingenuity, imposed by requisition on the turner, made to *nod like Chinese figures*; under these, but so far under that one rank might not seem to melt into another, they should have placed some pieces with *pompous names*, but with *no discretionary power*, who, with a see-saw motion, a repeated, pro and con, apparent bustle, might make the actions of the paramounts less attractive of attention and suspicion; a second

class of *subordinates* should have had the power of making *domiciliary visits* to *every* house on the board, whether near or remote, in the centre, the sides, or the corners, without regard to *any code*, to be exercised *when the paramounts nodded*, over pieces and groups of pieces, in a manner the most capricious and informal; the pieces last and lowest, generally called *pawns*, and in this treatise *commoners*, should have been allowed to move but every other time; or but one square at two turns, and forbidden to march in *clubs or companies*, or *move counter to the paramounts*. But as the *constituted authorities*, under this order of things, would have exceeded *all proportion* to the *extent of the board*, and *population of the chess community*, the oligarchs should have decreed the junction of a *cribbage-board* to two sides of the *Chess-board*—that the *addenda* be varnished over, and divided into black and white *departments*—that the *unity and indivisibility* of the *old board* and the *new limits* was *designed by nature*. This, in the *same proportion* as their professions were impugned by it, would have been in character.

ADVERTISEMENT.

IT may be necessary to inform the Reader *absolutely initiate*, for whom it is almost exclusively composed, that the use which the following Treatise can be of to him, does in no degree depend on the general acceptance or rejection, of the nominal alterations of which it is made the vehicle. Of the expediency or in expediency of these, and whether in his own practice to abide by or rescind them, he will, when he has made the contents of it his own, be able to judge for himself.

It is divided into Chapters, chiefly in order that the reader whose knowledge is less imperfect, may pass over by the lump, all those particulars of which he does not want to be informed.

The author will take this opportunity of observing, that if—to clear up an acknowledged difficulty, or fix some floating principle—he has any where deviated from the beaten track otherwise than in name; the motive, he trusts, a wish to raise the game to as high a level as possible, will, to the adept and amateur, sufficiently excuse him.

A

TREATISE ON CHESS.

CHAPTER. I.

THE BOARD on which this game is played, like that used at *Draughts*, is a square, divided into sixty-four lesser squares, and checquered black and white. At *Chess*, these squares have the technical name of *houses*, and are all of them played upon.

In placing the board, care must be taken that one of the two white corner squares be at the right hand of each player. *Note*—That when the board is in this position, the several ranges of houses running in a strait line from left to right, are called *ranks*; those perpendicular to them, running from one player to the other, take the name of *files*, and the two ranges, sloping from one corner of the board to the opposite (one of which is composed of white, and the other of black squares, touching one another at the corner), are *diagonals*; so are all the lesser ranges in a parallel direction.

B

THE

THE PIECES

Allotted to each competitor are sixteen, viz. a king, a minister, two bishops, two knights, two peers, and eight commoners. As a necessary distinction, each set is coloured in a different way; one is commonly white, the other red or black.

THEIR DISPOSITION ON THE BOARD

Is as follows: The white king is to be seated on the first or nearest rank, on the fourth house (a black one) from that corner of the board which is to the right of the player to whom he belongs; his minister close to him on his left, on a house of his own colour—on one side of each of these, a bishop—adjoining each of the bishops, a knight—and last of all, at the corners of the board, the two peers. Having thus arranged the aristocracy, let the whole of the second rank be occupied by the commoners, one before each of the dignified pieces. As to the counter set, the black king is to be placed on the farther side of the board, exactly opposite the white one—his minister opposite the white minister—and so on; placing all the pieces opposite those of corresponding denominations—the commoners on the second rank as before.

To illustrate what has been said, and to prevent any misunderstanding respecting it, as well
as

as to shew the forms of the pieces, the plate forming the frontispiece is given ; which see*.

THEIR POWERS AND MODE OF ACTION.

Note. The gradation observed in describing these, will shew at the same time, *the comparative worth of each kind.*

I. Of the COMMONER. When one of the commoners is moved, it must be along the file in which he has been first placed, in a strait line towards the adverse party. The first move may be either *one* or *two* squares, at the option of the player: after which, no one of them, while he remains a commoner, can advance more than *one* house at a time. When once brought out, a commoner, more restrained than any other piece, cannot retreat or move back again. He is prohibited too from quitting his own file for that of another, except in the single case of making a capture; on which occasion he moves obliquely into the next file, to the right or left (as the case may happen) one house forward; placing himself on the square of the piece taken†, which is removed from the board; after which he is confined to moving directly forwards as before, and cannot leave his new file for another,

* The old forms are retained :—the only piece which critical niceness would require to be altered, is the *peer*.

† This is the custom of all the pieces.

but

but on a similar occasion to that which led him into it.

A commoner, like the rest, takes any piece that comes within his reach, indiscriminately from one of his own quality to the minister.

II. The KNIGHT. The move of the knight is peculiar to himself, and difficult to explain. It is two squares at once (three, including his own) in a direction partly diagonal and partly strait. The house he goes into, is always of a *different colour* from that which he leaves. It may likewise be said to be uniformly *next but one* to the latter; although in his passage to it he passes obliquely over the corners of *two*.

The knight's power of capture reaches to any square that his move will take him into.

Note—That this is the only piece that has a *vaulting motion*; or that is not precluded from going to a square, between which and his own other pieces intervene: just to shew what is meant, if good play permitted it, any one of the knights could move out before a commoner had stirred, alighting on the third square of either the bishop or the peer; without waiting, as the other dignified pieces are obliged to do, till an opening be made.

III. The BISHOP. By observing the plate it will be seen, that the bishops of the same set are placed on squares of a different colour; the white king's bishop, for instance, being seated on
a white

a white, and the white minister's bishop on a black square. What makes it necessary to remark this, which is common to the knight and peer, is, that the bishop, unlike all the other pieces, is obliged to walk throughout the game, on that colour of the exchequer* that he was placed on at the commencement of it; which is a necessary consequence of his motion being purely *diagonal*. His step is in other respects very unlimited, as he may, at a single effort, go any length of squares from one to eight. The bishop, if the road be open for him, takes at any distance.

IV. The PEER. The peer moves in *strait lines*, forwards or sideways. He can, at one step, pass along a whole rank, or a whole file, or stop short at the first, second, third, or any other square of a rank or file, as occasion may require. Like the bishop, and on the same condition, he takes at any distance†.

* A technical name for the board.

† Having gotten through the last of the pieces, of which there are more than one of a sort, in order to confirm the reader in what he might suppose, and to leave him no question to make, we turn aside to observe to him, that the difference in the worth of pieces of the same kind, is indeed *next to nothing*; that the little odds there is, between superior pieces of the same description, is in favor of that on the king's side; and that of the four centre commoners, which are reckoned rather the best, the king's bishop's commoner is the most esteemed.

V. The

V. The **MINISTER**—unites the moves of the *bishop* and *peer*; and, like them, when the road is open, takes at any distance.

VI. The **KING**—*except* when he avails himself of the privilege of *closeting*, can only move *one square* at a time; of course he can take at no greater distance: he may, however, both move and take either forwards, backwards, sideways, or aslant. When policy shall seem to require it, and the previous unarbitrary removal of the bishop and knight on his right, or of the bishop, knight, and minister*, on his left, has rendered it effectible without any violence to propriety, the king may closet with either of his peers; which is done by placing the king on that knight's square that is next to the peer with whom he closets, and by placing the peer at the other side of the king, on the bishop's square adjoining. This *ambidextral* manœuvre he is allowed to employ but once; and not at all if he has previously moved. It is impracticable and unnecessary at the beginning of the game. The only prerogative of the king, is a great one; that of *never being taken*.

* It may be advisable to dispense with the previous removal of the minister; as, otherwise, there will be a greater aggregate of obstacle to his closeting on one side than on the other.

CHAP.

CHAP. II.

OF MAKING A MINISTER, PEER, &c.

WHEN a commoner has penetrated to the farthest rank on the adverse side of the board, he is rewarded with promotion to the *biggest vacant dignity**; that is to say, if the person playing him there has lost his original minister, he succeeds to the honor. If, instead of his minister, one or both of the peers be lost, he is made a peer. If the minister and peers have escaped capture, he is made a bishop. If the bishops have likewise been preserved, he is made a knight. The ceremony of transformation taking place in either case, and which is necessary to distinguish him, is very short: A sort of exchange: The commoner is removed from the board, and put among those taken by the adversary; and a captured piece, of the denomination he is advanced to, is taken from thence, and substituted in his room. It can

* Under the scheme that advances the commoner to the *rank of the piece whose square he gets into*, it happens that when his player has not lost a piece of that identical quality, the only reward of the commoner is to stand exposed to incessant attacks, without the power of retreating in any direction:—To have *both the bishops of a set moving on the same colour*, an anomaly which will seldom occur, and which the other is just as liable to induce, is the only one that can result from this scheme.

hardly

hardly be necessary to say, that his powers and mode of action alter with his quality.

OF GIVING CHECK, AND CHECK-MATE.

Upon this the game hinges. As the king is never taken, whenever an adversary is advanced upon him in such a manner, as that, remaining where he is, if he were *any other piece* he would be captured; the person advancing it is to salute him with the word "*Check*," warning him of his situation; upon which it is absolutely necessary for him to alter it in one of the following ways: either, *relatively*, by taking the threatening piece, or interposing* one of his own between that and himself; or, *positively*, by removing into a square where neither that nor any other of the adversary's pieces can reach him. If he can do neither of these, he is in *Check-mate*, and the game is lost.

OF GIVING A STALE.

The game may be lost too in quite an *opposite* manner. By the constitution of Chess, the king is on no account to move into check; and, therefore, when, as it not unfrequently happens,

* *Note*—This second mode of defending himself cannot be practised when he is checked by the knight, owing to the vaulting motion of that piece; he must then have recourse to either the first, or the second: and should he be checked by any two pieces at once, which is called *double check*, the third only will avail.

one

one party has crowded up the king of the other with so many pieces, that the only move left him would take him there; if the person to whom the king so circumstanced belongs has no other piece, or no other that can be moved, the contest must necessarily stagnate; come as it were to an untimely end, it can be *proceeded in* no further. It is not, however, *undecided*. The player giving the other the stale, (so, in the language of Chess, the *dilemma* which the king is in is called) is, by a rule immemorially acquiesced in, adjudged to have defeated *himself*.

* A little reflection will shew that this rule is not incapable of the justification which at first sight it may seem to want. It would be an intolerable defect in the game to have it perpetually liable to an accident that would render it undecisive. The only way of avoiding this defect, is the instituting an artificial rule, awarding the victory whenever a stale happens to one party or the other.

The necessity of making some kind of decision being arrived at, the propriety of placing the bias where it is may be easily evinced.

* As the reasons for this rule are not immediately apparent, we thought it would not be amiss loosely to give them. The novice, however, may as well skip them for the present, as he must play some games before he can judge of their validity.

C

It

It is to be recollected that the rule under discussion is an arbitrary one. The expediency of an arbitrary rule, however great, cannot entirely divest it of the dissatisfactory; and therefore the seldomer there is occasion for it the better: now the making him to lose by a stale, who may always avoid it by caution, is an effective bar to its happening very often.

Other properties of this rule do not merely justify—they highly recommend it. The bias which it has adopted serves to balance the advantages of the game, as it is entirely in favour of the weaker party. Owing to this very bias, whenever the critical case, to which it is applied, is likely to occur, *a greater exertion of intellect in conducting the approach is incited*; than which nothing can be more agreeable to the genius of the game, as the professed object of Chess is to call out the powers of the mind.

Thus a defect inherent in the structure of the game, and from which it were impossible to free it, is overruled so as to give it a higher degree of interest. Upon the whole, the necessity for this rule is not to be deplored.

OF A DRAW GAME.

If it be not superfluous to put it any where, it must be added here, that whenever from the greatness of the loss on each side (the more
potent

potent pieces, and those capable of becoming so, being gone), or from any other cause, it becomes certain that neither party can give the other Check-mate ; the game is to be discontinued as insipid and useless (the players making a draw of it), and a fresh one begun.

CHAP. III.

General and particular Directions as to the Manner of Opening and Carrying on the Contest :

WITH EXPLANATIONS AND REMARKS.

AT the beginning, as they do all the way, these questions occur—*What piece is to be moved? Where is it to be moved to?* After the first time, for a very obvious reason, we can only give helps for the reader himself to decide them.

The game cannot be better opened than by advancing the king's commoner two squares. The ministers', and one of the two bishops' commoners, may be moved next; which of the others should succeed, will depend greatly on the movements of the adversary. Where the commoners are not equal to the defence of each other

other*, the other pieces must be brought out to support them :—in this business the bishops are in general the preferable agents, as they are not so liable as the knights to be clogged by the obstructions which this stage of the game from its crowded state is sure to present†.

Prudence requires that the superior pieces be not over forward in acting offensively; because by every one that is driven back you lose a move: but when a few pieces have been‡ changed, and the game is somewhat advanced, and there is no danger of their stopping the progress of such of the commoners as you wish to push on, you need not be shy of using the *knights*, any more than the *bishops*, in occasional attacks on the most unguarded of the adversaries.

* One piece to guard another, in the way here meant, must be placed so that if the piece he is designed to guard were an opponent he could take him. The protection results from the adversary's being deterred from a capture by the certainty of a reprisal.

† It may seem strange that the knight, which overleaps every other piece, should be more liable to obstruction than the bishop: the reason of the fact is, that the knight cannot stop short of, any more than exceed, a very limited extent.

‡ To change or exchange pieces is to lose one or two of your own for the sake of taking one or two of the adversary's. It serves to clear the board, and enlarge the scene of action; and, when you get a piece of greater value than that lost, it encreases your comparative strength. Nevertheless it is only to be done with caution, and of those pieces for which you have the least occasion.

The

The *minister* must not be moved hastily ;— for offence in particular, not till some kind of method pervades the rest of your pieces—and you can guess what aspect the game is likely to assume. To put him in motion before you had digested a set of measures, and had a probable certainty of succeeding in them, would be entirely to misemploy his great powers.

As the *peers*, while the game is thronged, can effect nothing worthy their attempting ; generally speaking, it is advisable to keep them in reserve till towards the conclusion of the game. The usefulness of the peer, gradually increasing as the crisis approaches, is then very little inferior to the minister's *.

The *king* is not to act offensively. He is to be put where he will be least open to attack ; and, while a fatal one is possible, neither move nor take but with a view to his own defence. *The two points* to which every thing else is to subserve, are, *the giving check-mate to the adversary's king*, and *the preservation of your own*.

To make you as much acquainted with the right way of endeavouring at these, as *bare*

* To the adversary's king stript of his attendants, the peer, with the sole assistance of his own king, is capable of giving check-mate beyond the possibility of elusion ; a degree of prowess which, besides the minister, no other piece than himself can boast,

theory

theory is able to do; it will be necessary to be a little more particular.

§ 1. On that side of the board, whether right or left, on which you mean to closet the king—neither the bishop's, the knight's, nor the peer's commoner must stir from his place; because the principal inducement to the measure, is, the protection he will receive by retiring behind them*.

2. The other commoners must be kept together and well supported; and not suffered to struggle forwards alone. A party of these, managed with address, may, in a future part of the game, repair the loss of a capital piece, or do some other signal service.

3. At the same time that you are concerting the attack of the adversary, endeavour (but not so as to interfere with any thing of more importance) to have your own king so circumstanced that he may closet when he pleases. Should this convenience be effected, if his not being closeted be no obstruction to your other operations, let him remain at his own square till there is a necessity for his going to the retreat secured for him. The advantage to be gained by this procedure is, that the adversary will be obliged to form two distinct systems of attack.

* These, along with the peer, may be said to compose his privy-council.

4. As

4. As soon as the adversary has closeted his king, if it be on a different side of the board from that on which you have closeted, or intend to closet yours, let the commoners opposite bear down upon him. The minister, and what other pieces you can spare, in particular the peer whom their removal leaves an opening for, must support them in this onset *.

5. Where a direct attack upon the adversary's king is impolitic or impracticable, you must endeavour to take those of his pieces that most contribute to render it so.

6. Ineffectual checks, or checks that the adversary can easily elude, are in general to be refrained from; as they are very apt to lead to loss of move, loss of the checking-piece, and so on. Experience, however, will furnish a few cases, in which there is a propriety in giving such a check; as, where it will force the adversary's king into a more exposed situation—where the movement, necessary to avert it, will leave a capital piece unguarded—where, the adversary's king not having closeted, nor being in a condition to do so, it will force him by moving to forfeit that privilege—and where, having a piece of your own attacked that you are not able other-

* If the adversary closets on the same side with you, an adherence to what is contained in the first section will lead you to attack him with the superior pieces only.

wise

wise to save, it will cause the removal of some piece that impedes his escape.

7. In defending your own king when closely attacked—where it will either cause the adversary to lose a move, or encrease your comparative strength; and at the same time, be a successful means of parrying the check—you should offer to make an exchange of pieces.

8. If the king be closeted, the pieces whom in that case we have denominated his privy council, should be guarded as much as possible from the brunts of the adversary.

9. Whenever, from being either reduced in number, or obliged to quit their stations, the defence afforded the king by these becomes precarious—or whenever the king is not closeted at all—some of the superior pieces should be kept in readiness to contribute actively to his safety; being posted so, that where they cannot prevent, they may at least cover him from check. Their number and quality circumstances must decide. Those that operate at a distance, will not on this service be out of their province; nor will it often be found of them, as it will of the knights, that they are thereby rendered the less prepared to act offensively. The keeping, too, such pieces as the peer, the bishop, or the minister, near your own king, may sometimes cause the adversary to relax

relax in his caution where it does not add to his security,

10. Of the minister, it is however to be noted, that he must never stand in such a way before the king, as that if a peer or a bishop of the adversary were to attack him, his moving aside would leave the king in check; because was he to be so attacked, should the peer or bishop be well guarded, and you had no piece to interpose, as it would not do to expose the king, you could no how avoid losing the minister for a less valuable piece.

11. Great advantages are often to be gained by an ambuscade; which is the having one piece, a commoner perhaps, so placed before another, we will say the minister, that though the adversary, on a cursory view, might seem to be safe; yet by simply playing the piece in front, whose intervention alone keeps him from it, check, single or double*, will be discovered to his king.

12. While intent on projects of offence, take care that you are not surprised yourself. Indeed every detail of a stratagem to be practised on the

* A peer and a bishop may be placed so that the adversary's king is in check with neither; and yet by moving that nearest him forwards or sideways, he will be in check with both; and so with respect to others.

D

adversary,

adversary, carries with it a tacit admonition to beware of the like from him ; and *vice versâ*.

13. Take care that no guarded commoner of the adversary fork two of your superior pieces.

14. You must likewise beware that neither of his knights check the king and minister at the same time ; because in that case (as the king can only save himself from the knight by a positive removal) if the knight cannot be taken, the minister must be lost.

15. Nor must the adversary's knight, if secure from capture, be suffered to branch any other two pieces of more importance than himself ; as the loss of one of them for the knight, or for nothing, will be sure to follow.

16. When two pieces are attacked in such a way, that one of them at least must be lost ; in deciding which to give up, you must not think so much on the difference in their worth, which may be more than counterbalanced by other circumstances, as on the particular effects which the capture of this or that is likely to have.

17. Whenever you are so well prepared for the worst, as to have two or three commoners so near the adversary's farthest rank, and so well posted, that you are almost certain of reaching it with one of them when you please ; you may be the bolder with your capital pieces—
and,

and, where you would be otherwise in doubt which to surrender, the less tenacious of retaining one of them in preference to another that is less capital.

18. Without there should be no other way of saving the king, or no other but what would be attended with a greater disadvantage, never cover him from check by placing a dignified piece in that manner, that a commoner of the adversary, by being advanced a move, could take him; lest the adversary, availing himself of the opportunity, oblige you to a losing exchange.

19. In order to have as powerful pieces as you can in play, never let those that are stationed to guard some other stationary ones be of greater force than is necessary.*

20. Where

Not very necessary to be read.

* The writer of this treatise, on sitting down to it, very calmly supposed, that, like most others, it would be either obscure and defective from an over-conciseness, or minute and circumstantial to excess. Despairing thus of the medium, and preferring to err on the safer side, he has endeavoured to avoid the former rather than the latter. This propensity had led him originally to insert in this place the following direction: "Where one of the adversaries can be taken by several of your pieces, consider which it will be best to make use of."—But as on reflection it seemed almost like saying, "Where several pieces can be moved, that is to be moved that

20. Where two of the adversaries are so circumstanced that you can take either, similar considerations to those in the 16th direction must determine you.

21. Where an adversary is so much at your mercy, that you can take him when you please, be in no haste about it: but see, first of all, whether you cannot make a good move in another quarter. If you can, let him alone till it be effected.

22. When one of the adversary's commoners has advanced to the square immediately before your king, you must be very cautious of taking him; as an adversary's commoner in that position, will in general be found to be a very great safeguard.

23. Whenever you can anticipate by calculation that the sacrifice of such and such a piece, though it can yield no immediate requital, will yet lead to such an arrangement, as will enable you in the end to give the adversary check-mate, true policy requires that you make it.

24. Never let an over-eagerness of the victory which a superiority may promise you, lead you

that you think will be best"—and as any one that needed to be told that, would never make much proficiency in Chess, he thought it best to omit it. For two or three others of this cast perhaps, which still remain, he is under the less apprehension, as he knows that those who stand the least in need of them will be the readiest to forgive him.

to

to endanger its forfeiture by giving a stale: on the contrary, till you can give check-mate without a risk of mis-carriage, always leave the adversary ample room to move.

25. Whenever you have clearly the disadvantage of the game in other respects, and yet happen to be in a position that by good management, may be turned into a stale; you must, as your only resource, endeavour to avail yourself of it. To do this, the following case will serve as a general clue. Your king is close pressed on all sides, and you have only the minister and an inferior piece left in play—take the first opportunity of playing the inferior piece so that by its being either blocked up or lost, the king would be in a state already if he had not the minister to move:—this done, with the minister keep giving incessant* check to the adversary's king, till at length, to avoid a check-mate, the adversary is forced to capture him. Your object will then be attained.

Note—Sometimes a check-mate or a stale will speedily terminate the game; sometimes it will happen that the pieces are nearly played away,

* The kings, in the course of play, may happen to be circumstanced so nearly alike, as for the adversary's to be liable to a stale at the same time with yours. This will be a very nice point indeed, and require your utmost skill and caution in checking—and now and then a temporary forbearance.

without

without either taking place. To the latter case, the six sections that next follow are exclusively adapted.

26. When the adversary's force is so much diminished, that your king, if in any, is in no immediate danger—and your own force is so much diminished likewise, that you can make no effective attack without him—the necessity and policy of confining the king to defence only will be superseded.

27. Among other uses to which he may then be devoted,—you must take every opportunity of putting him in motion,—where your doing so, will be the only or the best way of either gaining or preserving the move, which it is of such importance to have, that if the contest has been otherwise equally conducted, your getting the game will depend upon nothing else.

28. He may then, too, as circumstances vary, occasionally be of service, either in protecting some commoner of your own which may be more advanced than the rest, and of which you want to make a minister ; or in taking or harassing any commoners of the adversary on the like expedition.

29. The note at the bottom of page 13, respecting the peer, is a sufficient intimation that the king may, in this stage of the game, be employed in combination with another piece in giving check to his antagonist.

From

From the same note it is to be inferred, that if one party has only a king, and the other in addition to the king has but one piece, and that piece be a knight or a bishop, it must be a draw game; and therefore that, next to a minister or a peer, it is best for that piece to be a commoner, from the possibility of making a minister of him. This serves to introduce the two following

PARTICULAR CASES.

30. The adversary has the king and a commoner, and you have only the king. You will naturally endeavour to intercept that commoner—his king, if he be in any danger, will as naturally go to his assistance—this, if the king is time enough to save him, will bring them together. Though you will then have failed in taking the commoner; yet, if you can get before them both with a square between, you cannot lose.

31. Upon certain contingencies, the adversary may have a king, a bishop, and a commoner, when you have only a king, without being able to beat you: which contingencies are these:—If the commoner be on a peer's file—if you can get into the square at your end of that file—if this square be of a color different from that on which the bishop moves—all these concurring, it is even possible for you to win by a stale.

32. To

32. To conclude, if you would have something more than a mere exemption from defeat, depending on chances, to hope for, let this rule, in connection with the others, be specially regarded. From first to last, the changes and declensions, successively taking place in the number, value, and situation of the pieces must be noted with exactness; and no movement at any time made till the consequences are considered. This, among other good effects*, will the better enable you to conjecture what the adversary may mean to do, and to take measures accordingly.

Note—1st. That the sections of this chapter preceding those which are numbered, contain, most of them, rather general intimations than positive rules.

2dly. That from the directions which have numbers prefixed, no deviations are to be made: the few exceptions which these rules would otherwise have admitted of, being interwoven in their proper places.

* * * Some additional maxims of a still more minute kind, we shall by and by take occasion to inculcate.

• If closely pursued, it will at once prevent you from giving any advantage to the adversary, and from overlooking any which he may give to you.

THE

THE reader, having arrived thus far, will perhaps be impatient to make a practical essay. From that, though it may originate in a mistake, we would not withhold him. As what we aim at is his progressive improvement, we do not care how soon he is convinced that he cannot make himself master of the whole at once. After he has made the experiment, we would, for his next essays, direct his attention to two or three games which we mean to detail as examples, move by move. By studying these, and noting the foregoing directions, one at a time, as the advantages of pursuing, or the effects of deviating from them are laid open, he will soon imprint the spirit of them on his memory; and practice, either by himself, or with a friend, will imperceptibly confer on him a habit of adopting them with promptness.

If he is a genius, practice will do more; it will lead him to form maxims of his own for indescribable cases.

After setting down the laws of the game, which will end this chapter; to give the examples we have mentioned, and comment upon them, is all that remains to be done.

THE LAWS OF THE GAME ARE,

I. If a player touches a piece, he must play it somewhere; and when he has quitted it, he cannot change its place.

E

II. If

II. If one party, by mistake or otherwise, makes a false move, and it is not discovered till after the other has played in his turn, it cannot be revised or rectified by either.

III. If a player misplaces the pieces, and, before he finds it out, plays two moves, it is at the choice of his opponent to permit him to begin the game afresh or not.

IV. If one party plays or discovers check to the king of the other, and neglects to notify it, the other may let him remain in open check till he does.

V. After the king has been once moved, or if both the peers have been moved, he cannot be closeted.

Where the object is mutual improvement, and not decision of skill—or where the superiority of one party is admitted, and the object is the improvement of the other—the first four of these may be dispensed with.

CHAP.

CHAP. IV.

Containing Minutes of Games, Parts of Games, &c.

THE CHIEF OBJECT OF WHICH IS, TO SAVE THAT TIME TO
THE LEARNER WHICH HIS HAVING TO ACQUIRE
THE MATERIALS OF IT BY EXPERIENCE
WOULD ABSORB.

SECT. I.

EXAMPLE I.

MOVE (OR RATHER COUPLET OF MOVES) I.

White. THE king's commoner 2 squares.

Black. The same.

2.

W. Minister's commoner 1 square. (a)

B. King's knight's commoner 1 square.

3.

W. King's knight at king's bishop's 3d square. (b)

B. King's bishop's commoner 2 squares. (c)

Remarks.

(a) Unless necessity call for it, no one of the other six commoners should be moved until you have ascertained on which side to closet. The minister's commoner advances but one square, not so much because the black one prevents his going farther as to support that of his own king.

(b) This move is partly accounted for by the remark on the last.

(c) The same remark will shew, that the whites are played with more propriety than the blacks.

W. The

4.

W. The king's commoner takes the black * commoner.

B. The king's knight's commoner takes the white commoner.

5.

W. The king's knight takes the black commoner.

B. The minister's commoner 1 square. (*d*)

6.

W. The king's knight at the king's bishop's 3d square.

B. Minister's bishop at minister's 2d square. (*e*)

7.

W. Minister's knight's commoner 2 squares. (*f*)

B. Minister's knight at minister's bishop's 3d square.

Remarks.

(*d*) If this move had been made before, the king's commoner of this party might have been preserved; the snatching away of which, has rendered them in situation and comparative strength, much inferior to their adversaries.

(*e*) The chief object of this, and some subsequent moves, is the having the king in readiness to closet.

(*f*) Finding that his adversary means to closet with the minister's peer, the player of the whites begins to get his opposite commoners ready to advance upon him.

* Note. When there is but one piece that can move or take or be taken in the manner described; as it would be unnecessary, we shall never circumstantially name it.

W. Mi-

8.

W. Minister's bishop at minister's knight's 2d square. (g)

B. King's knight at his bishop's 3d square.

9.

W. Minister's peer's commoner 1 square. (b)

B. Minister at the king's 2d square, giving the white king check. (i)

10.

W. King's bishop at king's 2d square, covering the check.

B. King's peer at his knight's square.

Remarks.

(g) This attack on the black peer is not a good move; for the bringing out of the black knight, which it incites as the only, though an easy mode of parrying it—a movement which his player might not otherwise have meditated—or if he had, must have lost a move in effecting—gives the peer an opportunity to be very troublesome to the opposite commoners.

(b) This is to protect the knight's commoner from the black knight.

(i) There is no impropriety in the minister's standing thus before his king, so long as no guarded peer of the counter set can be brought to attack him; and while he has several pieces that he could interpose.

W. The

11.

W. The king closets with his peer. (*k*)

B. King's bishop's commoner 1 square. (*l*)

12.

W. Minister's bishop's commoner 2 squares. (*m*)

B. The minister's bishop at the white king's knight's 4th square. (*n*)

W. Mi-

Remarks.

(*k*) If he did not closet now, he could not preserve his knight's commoner in it's place, without forfeiting the privilege. To have advanced him a square, would, however, have been better.

(*l*) To make way for the following move. If the white minister's bishop had not quitted his house, the command he would have had of the diagonal into which this move is made, would have prevented it; which it will be presently seen it was for the interest of his party for him to have done.

(*m*) Any move that is properly made, and which preceding remarks, or a subsequent move will shew the reason of, we shall not observe on. It may, however, be of use to review the situations of the two sets of commoners; those of the white party to the left of the king, are advanced so as to derive from themselves all the support they want: whereas the commoners to the left of the other player must depend entirely on the superior pieces for protection. When commoners are seated like these, on files that do not adjoin, they are, considered by themselves, as insecure as they can be.

(*n*) But if the commoners are played worse, the bishops
and

13.

W. Minister's knight's commoner 1 square.

B. Minister's knight at his king's 4th square. (a)

14.

W. Minister at his peer's 4th square.

B. Minister's bishop takes the white knight.

15.

W. King's bishop takes the black bishop. (p)

B. The minister's knight takes the white bishop,
and gives check. (q)*Remarks.*

and knights of this party are played better than those of the other.

(o) The move of the white commoner, which was necessary to the prosecution of his minister's scheme, gave the black knight an opportunity of coming here without suspicion, as he seems to remove merely for his own safety.

(p) From the cramped situation in which the player of the white's too eager attention to projects of offence, had left this bishop, whether he takes the black one or not, he must be lost.

(q) Though the player of the blacks is a knight, and the difference there is between a king's bishop and a minister's bishop, the better for these exchanges; he might have conducted them in a way by which he would have profited more essentially; as the third example will shew.

W. The

16.

W. The king retires to his peer's square.

B. The knight at the 4th square of the same peer. (*r*)

17.

W. The minister's knight's commoner 1 square, discovering check.

B. The king closets.

18.

W. The minister takes the black commoner, and gives check. (*s*)

B. As the king, if he takes the minister, will be in check with the commoner, he is *check-mated*. (*t*)

Remarks.

(*r*) To avoid being taken by the knight's commoner.

(*s*) Had the white commoner made this capture, instead of receiving the defeat which the present move has given him, the black king by retiring to his peer's square, would have been a long while secure from any further attack.

(*t*) But as he was made to closet when he did, merely to shew that it is not *always* a measure of safety; we shall, in the next example, point out how he might have acted better.

. When the student is conscious of having done wrong, and yet at a loss to know what rule he has broke, he may conclude it to be the last, that contained in section xxxii.: this is indeed so comprehensive, that all the others might be resolved into it.

EXAMPLE

EXAMPLE II.

THE PRECEDING GAME CONTINUED FROM THE
SIXTEENTH COUPLET.

Note.—Those Games which, like this, are taken up from others, are generally called *Back-Games*.

COUPLET 17.

W. Minister's knight's commoner 1 square, discovering check.

B. The knight covers the check.

18.

W. The commoner takes the bishop's commoner. (a)

B. The king's peer takes the opposite commoner (b)

19.

W. Minister at black minister's knight's 4th square. (c)

B. Minister at his king's 3d square.

Remarks.

(a) He is thus ready to be converted into a capital piece, and as long as he remains there, will prevent the black king from moving into any square on the minister's side of his own file.

(b) If the peer's only object was to snatch this commoner and retire, it was worth the effort; he has, however, something else in view.

(c) Intending at the next move, by taking the opposite commoner, to secure making a bishop of his own.

F

W. Mi-

20.

W. Minister takes the black commoner.

B. Minister at the white king's peer's 3d square. (*d*)

21.

W. Minister takes the black peer, and gives check.

B. The king at his bishop's 2d square. (*e*)

22.

W. Minister at black minister's 4th square, giving check. (*f*)

B. The king at his knight's 3d square. (*g*)

Remarks.

(*d*) To seize this advantageous post, he has left a peer to be taken and his king to be checked. The bold kind of play which each pursues, can only be justified by a conviction that the result will be favourable. Both, however, cannot have this conviction. The event will shew which is right.

(*e*) He prefers this to his own second square, that he may not be checked by the white peer.

(*f*) As the black minister, who cannot be dislodged, will, at the next move he gets, by taking the commoner, give the king check-mate—the player of the whites has no other resource than constantly checking the black king—if he cannot mate him, and can be stopped from checking; the moment he is, he will lose the game.

(*g*) He takes care to move on white, that he may not be checked by the bishop.

W. The

23.

W. The minister at the black king's 3d square, still giving check. (*b*)

B. The king at his peer's 4th square.

24.

W. Minister at his own king's 2d square, still giving check.

B. The king's bishop's commoner 1 square, covering the check.

25.

W. The minister at the black king's square, still giving check.

B. The knight covers the check.

26.

W. Minister's bishop at the black king's 4th square. (*i*)

B. The commoner takes the bishop.

Remarks.

(*b*) If this player could give perpetual check, it would be a draw game—fifty moves in this way would make it so—or a less number, if a course of moves was begun that had before been made.

(*i*) As the minister can no longer check the king without being taken, the bishop is placed here to prevent the black minister from taking the commoner; which, however, he can do but for a moment,

W. The

27.

W. The minister takes the commoner, and gives check.

B. One of the knights takes the minister. (*k*)

28.

W. The white commoner is made a minister.

B. The minister takes the peer's commoner, and gives *check-mate*.

Remarks.

(*k*) If the player of the whites could in this way have lost all his pieces, he would have won by being in a *stale*; this, however, from their number, was never possible; or it would not have been prudent in the adversary to have made the 20th move—a move which has won him the game.

EXAMPLE

EXAMPLE III.

A SECOND BACK-GAME.

Continued from the Thirteenth Couplet of EXAMPLE I.

COUPLET 14.

W. Minister at his peer's 4th square.

B. The knight takes the white knight, and gives check.

15.

W. The king's bishop takes the knight. (a)

B. The bishop takes the bishop.

16.

W. The peer's commoner 1 square. (b)

B. The peer takes the opposite commoner, and gives check.

Remarks.

(a) If, instead of the bishop, the commoner had taken the knight; the black bishop, by taking that commoner, would have given check-mate instantly.

(b) The object of this and the future moves of the white, is to prevent check-mate, which he now perceives the other thus early to meditate. When the tyro has seen what these moves are, it will edify him to try whether better ones might not have been adopted. On this, however, and similar experiments, he must not hastily conclude; because was he to move the whites not so well, and the blacks more than proportionally worse, the necessary consequence might lead him to think that he had moved the former better.

W. The

17.

W. The king at his peer's square.

B. The peer takes the commoner, and discovers check from the bishop.

18.

W. The king at his knight's square.

B. The minister at his king's knight's 2d square, giving check.

19.

W. The king takes the peer.

B. The minister moves forward to the white knight's 3d square, and gives *check-mate*. (c)*Remarks.*

(c) Without the co-operation of the black commoner, this could not have been done. The player of the whites should have taken this straggler before he proceeded to detach the minister.

EXAMPLE

EXAMPLE IV.

VARIATION TO THE FIRST BACK-GAME.

Beginning from the Nineteenth Couplet of EXAMPLE II.

COUPLET 20.

- W. The peer at his knight's square. (a)
 B. The minister at his king's knight's 3d square. (b)

21.

- W. The peer at the king's square, giving check. (c)
 B. The bishop covers the check.

22.

- W. The minister takes the commoner.
 B. The minister takes the commoner.

23.

- W. The minister takes the peer, and gives check. (d)
 B. The king at his bishop's 2d square.

W. The

Remarks.

(a) He offers to change peers, that such a dangerous neighbour as the black one may be either taken or driven away.

(b) This, however, not only prevents either, but keeps the white minister from going to the black king's peer's 4th square; by which the black knight, whose proximity is as incompatible with the safety of the white king as the peer's, would have been obliged to remove to cover the check.

(c) To stay where he was, or to remove without checking the adversary, would have been equally dangerous.

(d) As the player of the whites cannot remove either
 of

24.

W. The commoner becomes a bishop.

B. The minister's commoner 1 square.

25.

W. The bishop takes the knight.

B. The peer at the black knight's square giving check.

26.

W. The peer takes the peer. (e)

B. The minister at the white king's 4th square, giving check-mate.

Remarks.

of the pieces menacing his king, he has now, as he had in Example II. no other way of defending him than attacking the black one.

(e) If the king had taken the peer, the game would have lasted one move longer. In that case the black minister must have gone to his king's knight 3d square, and then to the black knight's 2d square; so he should have done, if, at the 24th move, instead of that set down, the white knight had gone to his minister's bishop's 3d square.

* * Of two different modes of playing, both of which end in a defeat, that is the best which protracts the game the longest.

†§† No game can end so soon as the longest form of that we have already given, that is played throughout well on both sides.

SECT.

SECT. II.

EXAMPLE V.

COUPLET I.

White. KING's commoner 2 squares.

Black. The same.

2.

W. King's bishop at minister's bishop's 4th square. (a)

B. The same.

3.

W. Minister's bishop's commoner 1 square. (b)

B. Minister's knight at his bishop's 3d square.

W. Mi-

Remarks.

(a) Not for any purpose that it will immediately answer, but that he may escape the obstruction, which, if it should be necessary to advance the minister's commoner a square, would be opposed to his moving directly out. We have seen in Example III. that by a commoner on one side, and a knight on the other, this bishop was so choked from acting, as not to be able to move even for his own preservation.

(b) The having two commoners a-breast of each other, at houses 4. of the king and minister, secured by the changes which brought them there from capture by pieces of their own quality, and therefore, in their further progress to the promotion line, easily protected—is a great step towards the making of a minister. To bring this

G

about

4.

W. Minister's commoner 2 squares. (c)

B. The same. (d)

5.

W. The bishop takes the commoner.

B. The commoner takes the commoner.

6.

W. The commoner takes the commoner.

B. The knight takes the commoner. (e)

7.

W. Minister's bishop at the king's 3d square.

B. The knight at the king's 3d square. (f)

W. The

Remarks.

about is the object of the present and several succeeding moves: of the corresponding moves of the blacks, the object is to prevent it.

(c) To provoke the black commoner to capture him, on the presumption that his player would prefer doing that to retiring with his bishop—The player of the whites intending afterwards to supply his place by a reprisal.

(d) The player of the blacks, willing neither to take the commoner nor to retire with his bishop, plays this commoner here, in order that if the white one takes his bishop, he may retaliate in kind.

(e) The plan of having two commoners in the middle of the exchequer is thus rendered abortive. The bringing this knight out was the principal mean of defeating it.

(f) This leaves the king's bishop liable to be changed for the bishop of the adversary's minister. If, however, the

8.

W. The bishop takes the bishop. (*g*)

B. The knight takes the bishop.

9.

W. King's commoner 1 square. (*b*)

B. Minister at king's 2d square.

Remarks.

the knight had not moved at all, or moved otherwise, his player might have been obliged to an exchange, in which the difference against him would have been of real moment.

(*g*) Between equal players the minutest advantage should be seized on. It may be observed here, that the superestimation of the king's bishop over the bishop of the minister, rests on his not being prevented by the colour he moves on from checking the adversary at his original square. This player having had the first move, the other could not well have foiled him, with regard to the commoners, at a less expence.

(*b*) That he may not be taken by the knight if the bishop should remove.

Variation.

To protect him from the knight, instead of pushing him a square, the minister's knight is moved to the 3d house of the minister's bishop. This would be ineffective—the adversary, by placing his king's knight at his king's bishop's 3d square, might counteract it so completely as to make the bishop retreat at the same time that he secured taking the commoner—at least, secured an exchange, by which he would get the commoner to boot.

W. King's

10.

W. King's knight at king's bishop's 3d square. (*i*)B. Minister's bishop at the white king's knight's 4th square. (*k*)

11.

W. Minister's knight's commoner 2 squares. (*l*)

B. Bishop takes the knight.

12.

W. Minister takes the bishop.

B. Minister takes the commoner, and gives check.

13.

W. The king closets.

B. Minister takes the peer.

14.

W. Commoner takes the knight.

B. The king closets. (*m*)

15.

W. The knight at minister's bishop's 3d square. (*n*)B. The minister at the knight's 2d square. (*o*)*Remarks.*(*i*) To guard the commoner from the minister.(*k*) An adventurous speculation, in which the risk is but little.(*l*) Ditto.(*m*) To preserve the means of preservation.(*n*) To lay an embargo on the black minister.(*o*) Any where else, he would be taken.

W. The

16.

W. The peer at the same knight's 1st square. (*p*)B. The peer at his king's square. (*q*)

17.

W. The king's peer's commoner 2 squares. (*r*)B. Minister at the white minister's 2d square. (*s*)

18.

W. Bishop takes the bishop's commoner.

B. Peer at the white king's square, giving check. (*t*)

19.

W. The peer takes the peer.

B. Minister takes the peer and gives check.

Remarks.(*p*) The comment on the next is a comment on this.

(*q*) If the black minister had moved aside into one of the three squares to which his sphere of action is at present reduced, the white peer, by taking the opposite commoner, might have ensured check-mate in another move.

(*r*) Had the minister's peer taken the black minister, the black king's peer, by crossing to the white king's square, would have won the game; by the present move, that way of receiving check-mate is rendered impossible. In advancing a piece to the adverse party, let it always be as far as is consistent with security.

(*s*) In order to extricate himself.

(*t*) He does this, which will cause him to be exchanged for the white peer, to save his own king from the check-mate which is still impending, and which, had the white minister been suffered to take his king's knight's commoner, would by this time have been inflicted.

W. The

20.

W. The king removes.

B. Minister at his king's 4th square, still giving check. (s)

21.

W. The king's knight's commoner covers the check.

B. Minister takes the other commoner.

22.

W. Knight at the king's 4th square.

B. Minister's at his king's 2d square.

23.

W. Minister at his knight's 3d square.

B. Minister takes the knight.

24.

W. Bishop at the black minister's 4th square.

B. Minister takes the bishop. (t)

Remarks.

(s) The black minister has thus made a triumphant retreat. To the advantages which sometimes attend giving check, although it can be easily eluded or covered, already enumerated, may be added that of gaining a move. There is still another: under circumstances like the present, the taking of a piece is likewise ensured by it.

(t) He could not do better to prevent the check-mate, which the white minister would else have given, by taking the commoner.

W. Mi-

25.

W. Minister takes the minister.

B. Minister's knight's commoner 1 square. (*u*)

26.

W. Minister at the black king's 4th square. (*v* 1.)B. Knight at his bishop's 3d square. (*v* 2.)

27.

W. Minister at the black king's 2d square.

B. Peer at his knight's square.

Remarks.

(*u*) That the liability of check-mate by the white minister's stepping into their first rank may at once be quashed. An instance similar has before occurred. Of the moves in general now, but a few, we imagine, will be required to be observed on.

(*v* 2) To preserve his commoner (*v* 1) (*v* 2.) The subsequent moves will for some time be conducted on the plan of these. Of the player of the whites, inferior in numbers, though not in force, the object is, either to take, or keep in inaction, these pieces of the adversary preparatory to advancing his own commoners on this side. The commoners of the adversary on the other side, which are so disposed that he could make no impression on them, he is not concerned at present to obstruct any otherwise than his movements in this quarter virtually will. The object of the player of the blacks will declare itself.

W. Mi-

28.

W. Minister at the black king's bishop's 2d square.

B. Minister's bishop's commoner 2 squares. (*w*)

29.

W. King's bishop's commoner 1 square.

B. Minister's knight's commoner 1 square.

30.

W. King's knight's commoner 1 square.

B. Peer at the minister's square. (*x*)

31.

W. Minister takes the knight's commoner.

B. Peer at the minister's 3d square. (*y*)

Remarks.

(*w*) Of the peer, the knight, and the knight's commoner on the other side, no one can move without one of them being taken; this player has, therefore, no better alternative than urging to promotion the commoners on this.

(*x*) The advancing a white commoner on the black knight, a step that is in readiness, would have enabled the white minister to make great havoc among the pieces he hovers over, had this peer remained where he was. The present movement, and timely sacrifice of a commoner, will prevent any further uncompensated loss.

(*y*) The knight protects the commoner, the peer protects the knight.

W. King's

32.

W. King's knight's commoner 1 square. (z)

B. Peer at the white minister's 2d square giving check. (a)

33.

W. The king at his knight's 3d square. (b)

B. The knight at the minister's 4th square.

34.

W. The minister takes the commoner.

B. The peer takes the commoner.

35.

W. King's knight's commoner 1 square.

B. Minister's bishop's commoner 1 square.

Remarks.

(z) The opportunity of giving check, which the white minister neglects, is one of those cases in which it ought to be avoided. The black king, by removing to his minister's bishop's 2d square, would have covered both himself and the peer; and the whites (including the loss of one to themselves and the gain of one to their adversaries) would have sustained a difference against them of two moves.

(a) This secures an equivalent for the commoner which the knight will be forced to desert.

(b) Without moving merely for that purpose, the king, when his pieces are advancing to the adversary's side, should keep as near to them as possible. He goes into this rather than the other square, that he may sustain both commoners.

H

W. King's

36.

W. King's knight's commoner 1 square.

B. King at his minister's knight's 2d square. (c)

37.

W. The commoner becomes a peer and discovers check.

B. The king at his minister's knight's 3d square.

38.

W. Peer at black minister's knight's square, giving check. (d)

B. King's at his minister's bishop's 4th square. (e)

39.

W. Peer at the black minister's bishop's square, still checking.

B. The king at the white minister's 4th square. (f)

W. The

Remarks.

(c) If the king did not remove now, the white commoner, on becoming a peer, would check-mate him.

(d) Though it is not to be presumed that the player of the whites, with his present force, will check-mate the other, yet he is now acting rightly; for were he to refrain any longer from offence, his adversary would get a minister before he could get an additional peer, and perhaps turn the tables on him. What he aims at present, is not a mate, nor primarily a capture; but to bring about such a change in the position of the blacks, that the foremost of his commoners may wrest the move from the foremost of theirs.

(e) Any where else he would, probably, either soon lose his peer, or suffer a worse disaster.

(f) Had he gone to the white minister's knight's 4th square

40.

W. The minister at his king's 4th square, giving check.

B. The king at the white minister's bishop's 3d square.

41.

W. The minister takes the knight.

B. Minister's peer's commoner one square.

42.

W. The king's peer's commoner 1 square. (*g*)

B. The king at the white minister's knight's 2d square. (*b*)

43 and 44.

W. The king's peer's commoner 2 squares.

B. Minister's bishop's commoner 2 squares.

Remarks.

square—and had the white minister then moved to the 1st square of that knight—the loss of the black peer would have been inevitable.

(*g*) The remaining black pieces are posited so, that an attempt at this time to make any further capture, or to give check-mate, might only bring their commoners nearer to promotion. As this piece has now the start, this is the moment to push him on.

(*b*) He thus makes way for the black commoner without exposing either himself or the peer.

W. The

45.

W. The minister at the black king's knight's 4th square. (i).

B. The peer at the white minister's peer's square.

46.

W. The minister at the black king's 4th square, checking.

B. King at the white minister's knight's square.

47.

W. The commoner becomes a peer.

B. The commoner becomes a minister.

48.

W. The peer takes the minister.

B. The king takes the peer.

49.

W. The minister takes the peer and gives check.

B. The king at the white minister's 2d square. (k)

Remarks.

(i) For some of the moves commented on, we were in doubt whether the tyro, unaided, could in passing have accounted: of this, and the following ones, we are persuaded he will at once see the reason,

(k) As check-mate is unavoidable, it is a matter of indifference what moves he makes. He adopts those which will put off the evil longest. We set them down merely that the game may not seem unfinished.

W. The

50.

W. The peer at the black minister's square, giving check.

B. King at the white minister's bishop's 2d square.

51.

W. The peer checks again.

B. King at the white minister's 3d square.

52.

W. The minister at his bishop's 3d square, giving check.

B. The king removes.

53.

W. The peer checks.

B. The king at the square of the white minister.

54.

W. The peer at his king's square, giving *check-mate*.

The move at which the fortune of the blacks began to decline, and at which a back-game may with most interest be taken up, is that where the minister takes the white knight (couplet 23). At the moment before (numbers and force considered apart from position) the advantage was on their side. What followed this move will impress on the student, that whenever an adversary seems to expose a piece to capture without securing an equivalent,

equivalent, or without securing a proper one [the reprisal which the white bishop might have made on the black knight, as it would have spoilt the position of the white pieces, and lessened their comparative strength, could not be considered a proper one] he must not attribute to accident what may be the effect of design, and take the exposed piece without hesitation. If the player he is contending with be not contemptible, it is rather to be suspected that he has, as the player of the whites had in the present case, some ambuscaded motive for losing the piece: whether he has or no, it behoves the student, before taking it, well to examine.

The game just ended, affords occasion likewise to observe, that sudden incursions on the adversary's pieces are only to be made with caution. The 13th move of the blacks, the difficulty with which the minister retreats, and his being once within an ace of capture, very forcibly suggest this maxim. Of this move, however, we do not mean to impeach the propriety.

At the 10th move, to have acted more systematically, the black bishop should have stopped at the 4th square of the bishop of his king. In the counterstep to this and the other moves, the whites, too, might have acted more systematically:
but

but as we mean to give separate examples of that kind of play, from which these are deviations, and as many of the intervening moves are properly consequent one of the other, it will not be necessary to begin any variation of the last example at an earlier move than the 1st of the 23d couplet.

In the mean time to give the reader a more exact idea of the *powers*, and, deducive from thence, the *values* of the pieces, we lay before him the following scale :

2,		14,
9,		15,
9,		[28.

With respect to attack and defence, the faculty of standing still, and of moving, and extent of action, the powers of the commoner, the knight, the king, the bishop, the peer, and the minister, are to each other in this proportion.

► The values of all the pieces, except the king and commoner, are commensurate with their powers.

The nature of the game puts the king's value above competition.

The

The value of every commoner, taking into the account the probability of his becoming a capital piece, is on the average about $5\frac{1}{10}$.

It may not, perhaps, be puerile, here to take notice, that the move of the minister, while, from the share of bustle attached to his office, it is more extended, in the mode of it, exactly resembles the move of the king.

EXAMPLE

EXAMPLE VI.

THE PRECEDING GAME CONTINUED FROM THE
TWENTY-SECOND COUPLET.

COUPLET 23.

W. The minister at his knight's 3d square.

B. The knight at his peer's 3d square. (a)

24.

W. The bishop at the black minister's 4th square. (b)

B. Minister's knight's commoner 1 square. (c)

25.

W. King's bishop's commoner 1 square. (d)

B. Minister's peer's commoner 2 squares.

W. Mi-

Remarks.

(a) His standing before the commoners on this side is of no consequence, as their only use will be to obstruct the white ones: those on the other side are what this player must expect to promote. The only other way of preserving this knight, moving the black minister to the 1st rank, would have been a bad step.

(b) He would have been safe before the black minister; but by thus threatening check-mate he gains a move, and is in a better position.

(c) The king must not only not move into check himself, but no piece must move so as to expose him to it; therefore, if, instead of this, the bishop's commoner had been moved a square, the white bishop might have taken his assailant with security.

(d) To keep the black knight from checking the king.

I

Had

26.

W. Minister's peer's commoner 2 squares.

B. Peer at his king's bishop's square. (e)

27.

W. The king at his peer's 3d square. (f)

B. Knight at his bishop's 2d square. (g)

28.

W. King's knight's commoner 1 square.

B. Knight at his king's 4th square.

Remarks.

Had this commoner been moved any further, the black knight, at the white knight's 4th house, supported by his minister and the peer's commoner, would have totally obstructed him and his companions.

(e) As, from the impendence of the white minister and bishop, the protection of both the knight and the peer is necessary to the commoners on the other side moving forward with safety, this player is about to transfer them there.

(f) To sustain the peer's commoner when that of the knight moves forward.

(g) He could not get to the square he is going to without first coming here: to protect him in this first stage of his gambit†, was the chief reason of placing the peer where he is.

† A gambit is an indirect and roundabout movement, by several intermediate steps, to a particular square. In a larger sense, a gambit is a game mostly made up of such movements; it, perhaps, includes the idea of one player being quickly circumvented.

W. Knight

29.

W. Knight at the black king's knight's 4th square. (*b*)

B. King's peer's commoner 1 square.

30.

W. Knight at the black king's 3d square.

B. Peer at the minister's bishop's 1st square.

31.

W. King's bishop's commoner one square. (*i*)

B. Knight at his minister's 2d square.

Remarks.

(*b*) He moved to save the king's bishop's commoner, now amply protected. The pieces are so arranged, you see, that if the black player was to begin exchanging, the white one would have the last capture. At the time of observing (*g*) the reverse was the case.

(*i*) Commoners, as they are pushed on, increase in value. Of a set of commoners, one, at least of which you are striving to promote, neither should, if possible, be moved without having a piece to protect it, even should no enemy be at hand; for a sudden occurrence, the same which may prevent you from providing for his safety, may bring an adversary in a position to command him. But though this commoner, as thus moved, is in the predicament of having no support, it would have been still worse to have stirred any other; if the peer's commoner had advanced a square, the knight's commoner of the blacks, by advancing two squares, might have completely blockaded all three. A *slow-and-sure* player, however, instead of moving either, would have placed the king behind that of the knight.

W. Knight

32.

W. Knight at his minister's 4th square. (*k*)B. Minister at the king's bishop's 3d square. (*l*)

33.

W. The knight gives check.

B. The king at the peer's square.

34.

W. The knight at the black king's 2d square
discovering check.

B. The bishop's commoner covers the check.

35.

W. The knight takes the peer.

B. The commoner takes the bishop.

36.

W. The minister takes the commoner and gives
check.

B. The king removes.

Remarks.

(*k*) This move than prevents the black commoner's being advanced upon the bishop.

(*l*) He could not do better. If the black bishop's commoner had been moved against the bishop, the white knight would have taken him. If the peer had taken the knight, the bishop would then have taken the peer. Combinations, such as these, may be carried to a very great extent, and very much try the skill of the player.

W. The

37.

W. The minister takes the knight.

B. The minister at the white minister's bishop's
3d square, giving check. (*m*)

38.

W. The king at his peer's 2d square,

B. The minister takes the knight.

39.

W. The minister takes the minister.

B. The king takes the minister.

40.

W. The king's bishop's commoner 1 square.

B. The minister's knight's commoner 1 square. (*n*)

W. The

Variation.(*m*) This minister takes the king's bishop's commoner.

38.

The white knight takes the commoner.

The black minister at the white king's 3d square, giving
check.

39.

The white king removes.

The black minister takes the knight.

40.

The white minister takes the commoner—and so on.

The result is, as it will be of the present way of moving, that the black king is check-mated,

Remarks.(*n*) Nothing better could be done than to offer this.[Paradoxical as it may seem to the unpractised reader, if the
three

41.

W. The king's knight's commoner 1 square. (o)

B. The minister's knight's commoner takes the commoner.

W. The

Remarks.

three commoners on the minister's side of the board were entirely away, the player of the blacks would be better off. By moving his king to intercept the white ones, and by judiciously managing his own, he might then, and the other could not help it, so exchange one for one, that to the white king and single commoner left, his own would at length stand opposed in the manner described at the end of Section xxx; the consequence of which would be, that the adversary, to avoid a stale, would resign his commoner, content neither to beat nor be beaten. But, circumstanced as he now is, the player of the blacks would be soonest check-mated on the interception plan. We will suppose him to have gone upon it, and to have arrived at the point just mentioned. The white king instead of surrendering his commoner, closely supports him, leaving the black king without a move, and, but for having other pieces, in a stale. Then follows the move we are stopping at. The white commoner takes the commoner, and leaves the black minister's peer's a free passage. The white commoner gets to the promotion line a move before his rival, and at the moment of doing so, gives check-mate.]

(o) It is better now to lose a commoner than a move. If the minister's peer's commoner were to take the black one, the other player would make a minister first: the black minister's peer's having then nothing to interrupt him, would be virtually a move before either of the other white ones; and as to the capturing commoner, then in the knight's

42.

W. The king's bishop's commoner 1 square.

B. The king's knight's commoner takes the commoner.

43.

W. The commoner takes the king's peer's commoner.

B. The minister's knight's commoner 1 square.

44.

W. The king's knight's commoner 1 square.

B. The minister's knight's commoner 1 square.

45.

W. The commoner becomes a minister, and gives check.

B. The king at his minister's knight's 2d square.

46.

W. The minister takes the commoner.

B. The minister's peer's commoner 1 square.

47.

W. The minister at his knight's 2d square.

B. The king moves obliquely to his right.

Remarks.

knight's file, the black king need not lose the time of one step to keep him from promotion.

Though at the risk of dividing the reader's attention, we have been fuller on the part just preceding, in order that it may serve as a precedent for cases not exactly similar. The moves after this, however, will require no remark from us.

W. The

48.

W. The minister takes the commoner.

B.* The king moves to support his remaining commoner.

49.

W. The minister at his peer's 3d square.

B. The king where he can support the commoner without being checked.

50, &c.

When the minister made the last capture, the game was virtually ended. If, however, the player of the blacks is obstinate enough still to continue it, the following is the most summary way of mating him.

From 50 to 54, the white king crosses toward his minister; the black king in the mean time moving backwards and forwards in the same two squares, so as to prevent the minister, who remains inactive, from taking his commoner: 55, (the white king being at his minister's bishop's 3d square) the minister gives check; the king removes: 56 to the end, the minister takes the commoner, and in concert with his king, gives check-mate.

EXAMPLE

EXAMPLE VII.

A SECOND BACK-GAME TO EXAMPLE V. TAKEN UP
AFTER THE 24th COUPLET OF EXAMPLE VI.

COUPLET 25.

W. The king's bishop's commoner 1 square.

B. The knight at his bishop's 4th square.

26.

W. The king at his peer's third square. (a)

B. The knight at the white minister's 4th. (b)

27.

W. The minister at his 3d square. (c)

B. Minister at his king's 4th square. (d)

28.

W. Knight at his minister's bishop's 3d. (e)

B. Minister's bishop's commoner 1 square.

Remarks.

(a) Combining with his knight's, in support of his peer's commoner.

(b) Instead of supporting his right hand commoner from behind, as he did in the last game, in order to urge them on the white minister and bishop—a plan that was found unsuccessful—this player is now endeavouring to remove the white minister and bishop in the first instance.

(c) To save himself and the commoner.

(d) Chiefly to preserve his knight.

(e) To protect the bishop.

K

W. King's

29.

W. King's bishop's commoner 1 square.

B. Minister at his king's bishop's 3d.

30.

W. The bishop at his king's 4th square.

B. King's peer's commoner 1 square. (*f*)

31.

W. The minister at the square of his king's bishop. (*g*)

B. Minister's knight's commoner 1 square.

32.

W. King's bishop's commoner 1 square.

B. The king at his minister's knight's 2d. (*b*)

33.

W. Minister at his king's bishop's 4th.

B. The king at his minister's knight's 3d.

Remarks.

(*f*) Commoners, whose only use is obstruction, can seldom promote their object by moving forwards*—and therefore, while there is any thing to do in another quarter, they should in general only be moved, as this has been now, for self-preservation.

(*g*) To support the bishop's commoner in his next move.

(*b*) In employing only the king to escort his commoners, to which he is at present adequate—and keeping the peer as an ambuscaded check to the advancement of the white ones—this player acts very rightly.

* When those they are to stop are more than a step off, they never can.

W. Mi-

34.

W. Minister at his king's knight's 4th. (*i*)

B. Minister's peer's commoner 2 squares.

35.

W. The minister at the black king's peer's 4th square.

B. Minister's peer's commoner 1 square.

36.

W. King's knight's commoner 1 square.

B. The king at his minister's peer's 4th.

37.

W. King's knight's commoner 1 square.

B. The same. (*k*)*Remarks.*

(*i*) The white commoners are very critically situated, for they can hardly move without committing themselves. Had the knight's advanced a square, and his immediate opponent two squares, an uncompensated loss would have been inevitable; so that this move of the minister, though not the most obvious, is, perhaps, the best that could be made.

(*k*) This is far better than moving the minister away. When one is sure of promoting a commoner before the adversary—if an occasion of exchanging minister for minister does not offer, it ought to be sought—that the preponderance which the promoted commoner will give, may be as great as possible.

W. Mi-

38.

W. Minister takes the commoner of the black knight. (*l*)

B. The minister takes the minister.

39.

W. The commoner takes the minister.

B. The king's peer's commoner takes the knight's.

40.

W. The bishop at his minister's 3d square. (*m*)

B. Minister's knight's commoner 1 square.

41.

W. The knight at his king's 4th.

B. Minister's knight's commoner 1 square.

42.

W. Minister's peer's commoner takes the commoner.

B. Minister's peer's commoner one square. (*n*)

Remarks.

(*l*) This, and not the reverse, that his commoners may not be doubled, or two in a file—which, had he taken the minister, would have been the case. Doubling commons is chiefly to be avoided, when, as here, there would be no commoner in an adjoining file: when there are others to support them, it is an evil so evanescent, that no sacrifice ought to be made to prevent it.

(*m*) To make way for the knight.

(*n*) If he had taken the commoner, the critical square would have been within the range of the white bishop.

W. Knight

43.

W. Knight at the black king's bishop's 3d.

B. Minister's peer's commoner 1 square.

44.

W. King's knight's commoner 1 square.

B. The peer takes the commoner of the white peer, and gives check. (o)

45.

W. The king at his knight's 3d square.

B. The commoner becomes a minister.

46.

W. The commoner becomes a minister.

B. The minister at the white king's knight's square, giving check-mate.

Remarks.

(o) The peer's forbearing this capture thus long, is an exemplification of rule 21. If it had been material to prevent the white player from having a minister, the peer would have moved along his own rank somewhere to the left, resting out of the knight's reach; and on the white commoner's becoming a minister, would have exchanged himself for him.

SECT.

SECT. III.

EXAMPLE VIII.

THE BEGINNING OF A GAME.

COUPLET 1.

W. THE king's commoner 2 squares

B. The same.

2.

W. The king's bishop at the minister's bishop's
4th square.

B. The same.

3.

W. The minister at the black king's peer's 4th
square (*a*)

B. The minister at his king's 2d. (*b*)

W. King's

Remarks.

(*a*) In this example, and the rest that make up the section, which after the 2d move are very different from those that go before, it is rather the movements of the blacks than of the whites that are proposed for imitation. The mode to be pursued by one player, depends in a great measure on that pursued by the other: we have therefore given these, that the tyro might not be surprised into a defeat, or uncompensated loss, if an opponent, having the first move, should at the 3d couplet take the same step that the whites have done here—a step of that fundamental kind, that the future aspect of the game is influenced materially by it.

(*b*) He thus prevents the white minister, as well from
taking

4.

W. King's knight at his bishop's 3d.

B. Minister's commoner one square.

5.

W. Knight at the black king's knight's 4th (c)

B. King's knight's commoner, 1 square.

6.

W. The bishop takes the commoner and gives check.

B. The king at his minister's square.

7.

W. The minister at his king's peer's, 4th. (d)

B. King's knight at his bishop's 3d.

8.

W. King's bishop's commoner 1 square.

B. The knight takes the king's commoner.

Remarks.

taking the king's, as from giving check-mate by taking the bishop's commoner.

The reader will observe, that the game might be finished at the 4th couplet; which is the earliest termination it can well be made to receive, and is called the *scholar's-mate*.

The *fool's-mate* is given in two couplets, or by the second move of the second player.

(c) The object of the white player now is, either to snatch a piece and retire, or, by the sacrifice of a knight or a bishop, make a gap or two in the black commoners.

(d) The remaining moves, we believe, will declare themselves.

W. The

9.

W. The commoner takes the knight.

B. King's peer at his bishop's square.

10.

W. The bishop at his minister's bishop's 4th.

B. King's bishop at the white king's bishop's 2d square, giving check.

11.

W. The minister takes the bishop.

B. The peer takes the minister.

12.

W. The king takes the peer.

B. The minister takes the knight, &c. &c. (e)

Remarks.

(e) As the forces of both are at par, or nearly so, and the intricacies consequent on the 3d, 4th, and 5th steps gotten over, it is not essential to our purpose to proceed any further. If the reader likes to pursue the subject, the economy of the commoners and other pieces throughout the rest of the game is not very different from the finishings in Section II. In the mean time we submit to him some variations, all of which, however, as soon as the blacks are equal or superior to the whites, and the future moves of both, independent of those that have preceded, will, like this, be discontinued.

EXAMPLE

EXAMPLE IX.*Beginning after the Sixth Couplet of EXAMPLE VIII.***COUPLET 7.**

W. The minister at his king's peer's 4th.

B. King's peer's commoner 1 square.

8.

W. The bishop takes the knight's commoner.

B. The minister takes the knight.

9.

W. The minister takes the minister.

B. The commoner takes the minister.

10.

W. Minister's commoner 1 square.

B. King's knight at his king's 2d.

11.

W. The bishop at the black bishop's 2d.

B. King's peer at his bishop's square.

12.

W. The bishop at his minister's bishop's 4th.

B. Minister's bishop takes the commoner and gives check.

13.

W. The king at his 2d square

B. King's knight's commoner 1 square.

L

W. King's

14.

W. King's peer at his bishop's square (a)

B. King's knight's commoner 1 square.

15.

W. The commoner takes the commoner.

B. Minister's bishop at the black king's knight's
4th square, giving check.

16.

W. The king at his minister's 2d.

B. The king at his 1st square.

17.

W. Minister's knight at his bishop's 3d.

B. The bishop takes the commoner.

18.

W. The peer takes the peer.

B. The king takes the peer.

19.

W. The knight at his king's 2d

B. The bishop at the black peer's 4th.

20.

W. Minister's bishop's commoner 1 square, &c.

Remarks.

(a) Owing to this, the black bishop cannot move without exposing the peer. To save his bishop, and the knight's commoner, or to lose neither without a recompense, will require the black player's utmost skill.

EXAMPLE

EXAMPLE X.

Beginning after the Ninth Couplet of EXAMPLE IX.

COUPLET. 10.

W. The bishop at the black bishop's 2d square.

B. King's knight at his peer's 3d.

11.

W. The bishop at his minister's bishop's 4th.

B. The knight at the black knight's 4th.

12.

W. King's bishop's commoner one square (a)

B. The knight takes the peer's commoner.

13.

W. The king at his minister's square (b)

B. Minister's knight at his bishop's 3d. (c)

Remarks.

(a) The white player *must* lose one of the commoners without a recompense, and had he suffered this to be taken, he would have lost two—because the knight would then have attacked the king's commoner and peer, both of whom could not have been saved.

(b) If the king had not removed, the black knight would have given check, by taking the bishop's commoner; the consequence of which would have been, that the peer as well as the commoner, would have been lost for the mere knight. Now the knight cannot remove without exposing his own peer.

(c) Of his gambit, which he may not have occasion to finish, the object is, to support the black peer when the other knight removes.

W. Minister's

14.

W. Minister's commoner one square.

B. King's knight's commoner one square.

15.

W. Minister's bishop at the black king's knight's
4th. giving check.

B. The knight covers the check.

16.

W. The bishop at the black bishop's 3d.

B. The commoner takes the commoner.

17.

W. The bishop takes the peer.

B. The commoner one square.

18.

W. The king at his 2d square.

B. Minister's bishop gives check.

19.

W. The king at his minister's 2d.

B. The commoner becomes a minister.

20.

W. The peer takes the minister.

B. The knight takes the peer and gives check.

21.

W. The king at his 1st. square.

B. The knight at the white knight's 3d, &c. &c.

EXAMPLE

*EXAMPLE XI.**Beginning, like the last, after the Ninth Couplet of EXAMPLE IX.*

COUPLET 10.

W. King's bishop's commoner one square.

B. The king at his 2d square.

11.

W. The bishop at the black king's bishop's 4th (*a*)B. The bishop takes the bishop (*b*)

12.

W. The commoner takes the bishop

B. King's knight at his peer's 3d.

13.

W. King's knight's commoner 2 squares.

B. The knight takes the 1st commoner in the king's bishop's file.

*Variation.**(a) (b) Variation.*

11.

W. King's knight's commoner 2 squares.

B. The king at his bishop's 3d.

12.

W. The bishop at the black bishop's 4th.

B. The bishop takes the bishop (*b*), &c.*Remarks.**(b)* Had the black player suffered the white bishop to take his bishop, moving out his knight in order to capture him with his peer, he would be unable to break the white commoners.

W. The

14.

W. The commoner takes the knight.

B. King's peer at his bishop's square.

15.

W. Minister's commoner 1 square.

B. The peer takes the commoner.

16.

W. King's peer at his bishop's square, &c. &c.

EXAMPLE

EXAMPLE XII.*Beginning after the Seventh Couplet of EXAMPLE IX.***COUPLET 8.**

W. The knight at the black king's 3d square,
giving check.

B. The bishop takes the knight.

9.

W. The minister takes the minister.

B. The king takes the minister.

10.

W. The bishop takes the commoner.

B. King's peer's commoner 1 square.

11.

W. The bishop at the black bishop's 4th.

B. The bishop takes the bishop.

12.

W. The commoner takes the bishop.

B. King's knight at his peer's 3d.

13.

W. Minister's commoner, 1 square.

B. The knight takes the commoner, &c. &c.

A better mode to be pursued by the blacks
than any yet exhibited, is the following.

EXAMPLE

EXAMPLE XIII.*Beginning at the Fifth Couplet of EXAMPLE VIII.***COUPLET 5.**

W. Knight at the black king's knight's 4th.

B. King's knight at his peer's 3d.

6.

W. The bishop takes the commoner, and gives check.

B. The knight takes the bishop.

7.

W. The knight takes the peer's commoner.

B. Minister's knight at the minister's 2d.

8.

W. King's peer's commoner 2 squares.

B. Minister's knight at the king's bishop's square. (a)

9.

W. King's knight's commoner 1 square.

B. The peer takes the knight.

10.

W. The minister at his home, &c. &c.

Remarks.

(a) The player of the white knight, feeling his insecurity, would be glad to exchange him; therefore had this knight gone to the bishop's 3d square instead of the 1st, the white one would have taken him. The white knight, by giving check, would have afforded his minister time to remove from the peer.

EXAMPLE

EXAMPLE XIV.*Beginning after the Seventh Couplet of EXAMPLE XIII.***COUPLET 8.****W.** Minister at the black king's knight's 3d.**B.** Minister at the white king's peer's 4th. (a)**9.****W.** Knight's commoner 1 square. (b)**B.** The minister takes the knight.**10.****W.** The minister takes the minister. (c)**B.** The peer takes the minister, &c. &c.**Remarks.**

(a) If, instead of this, the black knight had moved, as in the 8th move of the last Example, the white knight would have taken him.

(b) If the white player had neglected this move to take the commoner in his minister's power, the black minister, in addition to the bishop's commoner, by afterwards successively checking the king, might have taken two or three other commoners, without suffering the white knight to escape.

(c) It was not a matter of indifference whether he exchanged the minister or not: if he had not, he must have lost the king's commoner uncompensated.

M**GENERAL**

GENERAL REMARKS.

ON the part of the blacks it is to be observed, that the result of the two last ways of moving, though something more in their favour than the result of any of the others, is not so decidedly superior as at the first view it may seem. The white player's having preserved all his commoners entire is a circumstance that almost counter-balances his disadvantages; for to prevent one of the three commoners on his king's side from becoming a minister, the other player must exchange for them, at least two knights and the commoner opposite: Suppose these changes to have taken place, and the difference in favor of the blacks will be very inconsiderable.

With respect to the propriety of the reader's opening the game in this way, when his having the first move puts it in his power, we know but one case in which there would be any—When there is any reason to think, that, from the antagonists estrangement to it, notwithstanding his having had some practice, the triumph of beating him in four moves might be attained*. In such a case, as there is a probability of snatching a piece on it's failure, and as no decisive loss

* If he is a very young player, it will be no triumph.

is

is to be apprehended if one is even defeated in that, it cannot be very imprudent to try it. Another consideration which, in such a case, lessens the impropriety, is, that if you meet with success, either complete or partial, the adversary, at his turn of moving first, may be induced to adopt the same mode, which most probably, from its novelty, will to him be disastrous. As soon as it ceases to profit, or if it fails in the first instance, it will of course be instinctively resigned.

A deviation on this plan, from the maxim, "Never count on the mistakes of your adversary, or act as if you expected him to adopt measures different from those which you would adopt in his situation," is, perhaps, the only kind of one not very reprehensible.

SECT.

SECT. IV.

EXAMPLE XV.

COUPLET I.

W. KING's commoner 2 squares. (*a*)

B. The same.

2.

W. King's bishop at minister's bishop's 4th.

B. Minister's bishop's commoner 2 squares. (*b*)

Remarks.

(*a*) That this move should precede all the others, is right in theory as well as in practice. We add the following, which is more definite, to the reasons directly or indirectly already dropt for it. The peers are useless at the beginning of the game,—the knights, to step out, require no commoner to be moved,—the bishops cannot render their immediate service without an opening;—the advancement of the king's commoner 2 squares, which leaves the king's bishop and minister at liberty to act, without exposing the king, either in front or obliquely, is therefore dictated by propriety, as the preliminary movement.

(*b*) This move, in these circumstances, may now and then be used with advantage as a change, instead of that which places the king's bishop at the same square; it will, though the adversary has the first move, prevent him from getting two commoners a-breast in the centre—and if he be unused to it, rather confine and disconcert his other operations: at the same time, your own king's bishop will, in some degree, be cramped by it.

W. King's

3.

W. King's knight at his bishop's 3d. †

B. Minister's knight at his bishop's 3d. †

4.

W. Minister's bishop's commoner 1 square.

B. King's knight at his bishop's 3d. †

5.

W. Minister's commoner 1 square. †

B. Minister's peer's commoner 1 square.

6.

W. Minister's bishop at his king's 3d.

B. Minister's knight's commoner 2 squares.

7.

W. King's bishop at minister's knight's 3d.

B. Minister's bishop's commoner 1 square.

8.

W. The commoner takes the commoner.

B. The king's knight takes the commoner.

9.

W. The commoner takes the commoner.

B. The commoner takes the commoner.

10.

W. Minister at his 3d square. †

B. King's knight at the minister's 3d. (c)

Remarks.

(c) Saving himself and the commoner.

†† The moves, with these marks, will be found either to
menace, or to parry.

W. King's

11.

W. King's bishop at the black minister's 4th. (*d*)

B. King's commoner 1 square.

12.

W. Minister at his king's 2d.

B. The commoner takes the knight.

13.

W. The minister takes the commoner.

B. King's bishop's commoner 1 square. (*e*)

14.

W. King's bishop takes the knight.

B. The commoner takes the bishop.

15.

W. The minister takes the commoner and gives check.

B. Minister's bishop covers the check.

16.

W. Minister at his king's bishop's 3d square. (*f*)

B. Minister's bishop at his king's 3d square. † (*g*)

W. Mi-

Remarks.

(*d*) With a view to take the king's commoner with his knight, which would be secured from the black one by the ambuscade on the peer; and if he be disappointed in the way he expects with another view.

(*e*) To save the king from check-mate.

(*f*) This player's object now will be to promote the commoner or his minister's side as soon as he can.

(*g*) This player having no commoners which he has any

17.

W. Minister's peer's commoner 1 square. † (b)

B. Minister's knight's commoner 1 square.

18.

W. Minister's bishop's commoner takes the commoner.

B. Knight at the white minister's bishop's 4th. †

19.

W. Minister at the black minister's bishop's 3d, giving check. †

B. The king at his bishop's 2d.

20.

W. Minister's bishop at his 1st square. † (i)

B. King's bishop takes the commoner and gives check.

Remarks.

any prospect of promoting, at least while those on the adverse king's side remain unbroken, cannot do better than, by availing himself of his superiority in other pieces, endeavour to snatch some of the commoners of the adversary; attacking him first on one side, then on the other, and bringing two or three pieces to bear upon one.

(b) If the knight's commoner, with a view to save this, had moved a square, the black bishop would have taken the knight's commoner.

(i) To save himself and the knight's commoner.

† The moves with this mark, will be found not directly to parry a menaced blow; but merely, by making a counter attack, to suspend its execution.

W. The

21.

W. The king closets.

B. Minister's bishop at minister's 3d.

22.

W. Minister at his king's bishop's 3d.

B. Minister at his bishop's 2d. †

23.

W. King's knight's commoner 1 square. †

B. Minister's peer at the square of the minister's knight. †

24.

W. Minister at his king's 2d. †

B. Minister's bishop at minister's 4th.

25.

W. Knight at his bishop's 3d. † (*k*)B. Minister's bishop at minister's knight's 2d. † (*l*)

26.

W. Minister's peer's commoner 1 square.

B. Knight at his king's 4th square.

27.

W. Knight at the black minister's knight's 4th. †

B. Minister at the bishop's 3d. †

Remarks.

(*k*) The commoners cannot advance with any safety at present.

(*l*) This is hardly parrying an attack, it is rather flying from it; however, he is only driven to the square to which he was gambiting.

W. King's

28.

W. King's bishop's commoner 1 square. (*m*)B. The king's bishop gives check. (*n*)

29.

W. The king at his knight's 2d.

B. The king's peer at his king's square. (*o*)

30.

W. The bishop at his king's 3d.

B. The knight takes the commoner.

31.

W. The peer takes the knight.

B. The minister takes the peer.

32.

W. The minister takes the minister.

B. The bishop takes the minister.

Remarks.(*m*) To save the king from check-mate.

(*n*) The assault of the white knight prevented this player from executing the scheme that he intended; or otherwise, instead of giving check with the bishop, he would have taken the white king's bishop's commoner with his knight.

(*o*) When a player has fewer commoners, and more superior pieces than the adversary, he should bring as many of the latter into play as he can: if he adduce, on the whole, but one more piece, and carries on the combination with skill, the other *must* give way at last.

N

W. The

33.

W. The king takes the bishop.

B. The peer takes the bishop and gives check.

34.

W. The king at his bishop's 4th. (*p*)B. Minister's peer at his king's square. (*q*)

35.

W. The king at his knight's 4th.

B. Minister's peer gives check.

36.

W. The king at his peer's 3d.

B. The knight's commoner 2 squares.

37.

W. The peer at the square of the minister's bishop.

B. The knight's commoner gives check.

38.

W. The king at his knight's 2d.

B. The king's peer gives check.

Remarks.

(*p*) Of the four squares which he may go into, if he were not to take one of the two next his adversary's side, he would at the next move lose either a commoner or his peer.

(*q*) The black player has now virtually won: we shall make the rest of the moves as short as we decently can.

W. The

39.

W. The king at his bishop's 1st. (*r*)

B. The king's peer gives check at the white bishop's 2d.

40.

W. The king removes.

B. King's peer at white minister's bishop's 2d, discovering check from his bishop.

41.

W. The king removes either to his right or left.

B. The king's peer takes the peer and gives check.

42.

W. The king removes.

B. Minister's peer at the black king's 2d, giving *check-mate*.*Remarks.*

(*r*) If he goes to his peer's 1st, the black king's peer checks him at his first square; and when his peer takes the black king's peer, the black minister's peer takes his peer, and repeats check: he removes and is check-mated.

EXAMPLE

EXAMPLE XVI.

Fonder of a Climax, than studious to avoid an abrupt Elevation, we close with an Example from PHILIDORE.

COUPLET 1.

W. The king's commoner 2 squares.

B. The same.

2.

W. The king's bishop at the minister's bishop's 4th square.

B. The same.

3.

W. Minister's bishop's commoner 1 square.

B. The king's knight at his bishop's 3d square.

4.

W. Minister's commoner 2 squares (a)

B. The commoner takes the commoner.

Remarks.

(a) This commoner is advanced 2 squares for two important ends—to prevent the adversary's king's bishop from playing upon the commoner of this king's bishop; and to put the strength of the commoner's in the middle of the exchequer, which we have already mentioned to be very conducive to the making of a minister.

W. The

5.

W. The commoner takes the commoner (*b*) (*c*)

B. King's bishop at minister's knight's 3d square.

6.

W. Minister's knight at his bishop's 3d square.

B. The king closets.

7.

W. King's knight at his king's 2d square (*d*)

B. Minister's bishop's commoner 1 square.

Remarks.

(*b*) With respect to the two commoners at the 4th squares of the king and minister, this player having attained his object so far, will not push either of them any further at present: when the adversary proposes to change one for the other, he will move forwards the attacked commoner. It may be observed here, generally, that all commoners sustained like these in a front line, tend greatly to hinder the adversary's pieces from entering your game, or taking an advantageous post.

(*c*) If the black bishop gives the white king check, the white player will, with his bishop, cover the check—should the black bishop then take the white one, the white knight will take him, and give support at the same time to his king's commoner, otherwise unguarded: but probably the black bishop will retire, because a good player strives to keep that piece as long as possible.

(*d*) Before the bishop's commoner has advanced two squares, you must never play the knight at the bishop's 3d, when it will answer the purpose to play him any where else. Thus an unnecessary obstruction may be avoided.

W. The

8.

W. King's bishop at the minister's 3d. (e)

B. The minister's commoner 2 squares.

9.

W. The king's commoner 1 square.

B. King's knight at his king's square.

10.

W. The minister's bishop at his king's 3d square.

B. The king's bishop's commoner 1 square. (f)

11.

W. Minister at his 2d square (g)

B. The

Remarks.

(e) He retires to avoid being attacked by the commoner of the black minister, which would force the white player to take it with his own; this would very much too diminish the strength of his game; and, by breaking the centre commoners, entirely spoil the project of making a minister of one of them.

(f) He plays this commoner to give an opening to his king's peer; and this the other player cannot hinder whether he takes it or not.

(g) Had this player taken the commoner offered him, instead of playing his minister, he would have been guilty of a great inadvertence, because his king's file would then have been without a commoner; but now, if the other player takes his king's commoner, that of the minister can supply it's place; in which case the king's bishop's commoner is afterwards to sustain the latter. These two commoners will then undoubtedly win the game, because the
black

B. The king's bishop's commoner takes the commoner (*b*)

12.

W. The minister's commoner takes the commoner.

B. Minister's bishop at his king's 3d square (*i*)

Remarks.

black player will not be able to separate them without losing a superior piece. The result will shew that one of them becomes a minister.

Collaterally, there were two reasons for playing the minister in this way—to protect the commoner of the king's bishop; and to sustain the minister's bishop. Had this player suffered the latter to have been taken, he would have been obliged to take the black bishop with his king's bishop's commoner, by which his best commoners would have been divided, and the game irretrievably lost.

(*b*) In pursuance of his project of bringing the king's peer into action.

(*i*) To protect his minister's commoner, and with a view by and by to push forward that of his minister's bishop.

Observe, this player might have taken the white bishop, without prejudice to his scheme, but he chuses rather to let the adversary take his, in order to get an opening for his minister's peer, though he suffers to have his knight's commoner doubled by it: but, in confirmation of what has been already observed, let it be noted, that a doubled commoner is no ways disadvantageous, when there are commoners on the adjoining files.

W. King's

13.

W. King's knight at his king's bishop's 4th square (*k*)

B. Minister at his king's 2d square.

14.

W. The minister's bishop takes the bishop (*l*)

B. The commoner takes the bishop.

15.

W. The king closets with his peer (*m*)

B. Minister's knight at minister's 2d square.

16.

W. The knight takes the bishop.

B. The minister takes the knight.

Remarks.

(*k*) He makes this attack on the black bishop, in order either to take it or have it removed. As the king's commoner does not at present want the knight's protection, there is no impropriety in this temporary desertion.

(*l*) As it is always dangerous to let the adverse king's bishop command the diagonal of your king's bishop's commoner, and as it is likewise dangerous to receive from that piece an attack of any kind; it is necessary not only timely to oppose him with the minister's bishop, but you must deprive the adversary of him as soon as you conveniently can.

(*m*) He closets on the king's side, in order to strengthen and protect the king's bishop's commoner, which he will advance two squares as soon as the king's commoner is attacked.

W. King's

17.

W. King's bishop's commoner 2 squares.

B. The king's knight at the minister's bishop's 2d square.

18.

W. The minister's peer at the king's square.

B. King's knight's commoner one square (*n*)

19.

W. King's peer's commoner 1 square (*o*)

B. The minister's commoner 1 square.

20.

W. The knight at his king's 4th.

B. King's peer's commoner 1 square. (*p*)

21.

W. Minister's knight's commoner 1 square.

B. Minister's peer's commoner 1 square.

Remarks.

(*n*) To prevent the white king's bishop's commoner from being pushed upon his minister.

(*o*) The king's peer's commoner is played to unite all the white commoners together, in order to push them afterwards with vigor.

(*p*) He plays this commoner to prevent the white knight from entering in his game, and forcing his minister to remove; were he to play otherwise, the white commoners would have an open field.

Q

W. King's

22.

W. King's knight's commoner 2 squares.

B. The king's knight at the minister's 4th square.

23.

W. The knight at the king's knight's 3d. (*q*)B. The king's knight at the white king's 3d square. (*r*)

24.

W. The minister's peer takes the knight.

B. The commoner takes the peer.

25.

W. The minister takes the commoner.

B. The minister's peer takes the commoner of the opposite peer.

26.

W. The peer at his king's square. (*s*)

B. Minister takes the white minister's knight's commoner.

W. The

Remarks.

(*q*) This player moves thus, to enable himself to push the king's bishop's commoner next; which will then be supported by three pieces, the bishop, the peer, and the knight.

(*r*) He plays this knight, in order, by breaking the strength of the white commoners, to spoil the adversary's project, which he undoubtedly will, by pushing the king's knight's commoner, unless the adversary prevents his design by changing the white minister's peer for the black knight.

(*s*) Timely to protect the king's commoner, who otherwise

27.

W. The minister at his king's 4th square.

B. The minister at his king's 3d square. (*t*)

28.

W. King's bishop's commoner 1 square.

B. The commoner takes the commoner.

29.

W. The commoner takes the commoner. (*u*)B. The minister at his 4th square. (*v*)

30.

W. The minister takes the minister.

B. The commoner takes the minister.

31.

W. The bishop takes the commoner in his way.

B. The knight at his 3d square.

Remarks.

otherwise would be left in want of support, when the king's bishop's commoner advances.

(*t*) The minister returns to hinder the check-mate now ready prepared.

(*u*) Were he not, the project laid in the beginning of the game would be reduced to nothing; and his player would run the risk of losing the game.

(*v*) He offers to exchange ministers, in order to ruin the adversary's scheme of giving check-mate with the white minister and bishop.

?

W. King's

32.

W. King's bishop's commoner 1 square. (*)

B. The minister's peer at the white minister's knight's 2d square.

33.

W. The bishop at his minister's 3d square.

B. The king at his bishop's 2d square.

34.

W. The bishop at the black king's bishop's 4th square.

B. The knight at the white minister's bishop's 4th square.

35.

W. The knight at the black king's peer's 4th square.

B. The king's peer gives check.

36.

W. The bishop covers the check.

B. The knight at the white minister's 2d square.

Remarks.

(*) Observe here, that when your bishop runs upon white, you must endeavour to keep the commoners upon black, because then the bishop serves to drive away the adversary's king or peer, when between your commoners; and by parity, when your bishop runs black, endeavour to have the commoners upon white. Few players have made this remark, though a very essential one.

W. The

37.

W. The king's commoner gives check.

B. The king at his bishop's square.

38.

W. The peer at the minister's peer's square.

B. The peer at the white minister's knight's square, giving check.

39.

W. The peer takes the peer.

B. The knight takes the peer.

40.

W. The king at his peer's 2d square.

B. The knight at the white minister's bishop's 3d square.

41.

W. The knight at his king's bishop's 4th square.

B. The knight at the white king's 4th square.

42.

W. The knight takes the commoner.

B. The peer at his king's knight's 4th square.

43.

W. The king's commoner 1 square, giving check.

B. The king at his bishop's 2d square.

44.

W. The bishop gives check at the black king's 3d square.

B. The king takes the bishop.

45.

W. The king's commoner becomes a minister ;
and shortly after his party, receiving a fresh accession of a peer, *wins the game.*

SECT.

SECT. V.

IF the reasons for this chapter's general economy were less obvious than to us they seem, we should nowhere detail them. To the reader who can see them, it is needless: to the reader, or class of readers, who cannot, it would be of no service. The usefulness of a book, like that of the eye, is no way increased by understanding its construction. To dissect the parts of either, is the proper office only of those whose profession is to discover and remedy defects.

SUMMARY REMARKS AND HINTS, WINDING UP
THE WHOLE.

IT appears from the last example, that when the advantage of having two commoners well posted in the centre *is* attained*, it requires a good deal of address and ability to make any thing of it—and to surmount the numerous obstacles which the adversary can oppose to the completion of the scheme. This, and its having the property

* From the able conduct of the black player, we must assume, that his reason for suffering it to be attained, was a conception that the movements necessary to prevent it, would give his skilful opponent, in some shape or other, an equivalent advantage.

with

with most other schemes, of involving the projector in ruin if it miscarries, renders it an adventure of some risk to the young player, who, perhaps, if the adversary was to move, not better, but differently, would be unable to prevent him from breaking in upon his king. The reader, will, no doubt, adopt or decline it, as he finds it successful or disastrous with different players; and when he concedes the first move, will connive at or obstruct its trial on himself, as it has proved to fail or answer before in the hands of the person who would practise it. In opposition to any project, to adhere invariably even to the best edited forms is not advisable, as it may sometimes induce a defeat, when an opportune deviation would prevent one; for instance, if you were to imitate exactly the mover of the blacks, in the last example, an inferior player might beat you by rote. Though you should derive from edited forms the basis of your system, let the superstructure be moulded according to your own peculiar temper and talents. Let your movements rather seem to be made for the occasion, than to be grafted by wholesale on a heterogeneous stock, as if you wanted that promptness which should conform itself to all circumstances. If you have naturally a disposition for enterprize, and are fertile in expedients, you will do well to cultivate it, as it will prevent an adversary of slower parts from prosecuting those
systematic

systematic plans, which he has tried and proved. If, on the contrary, your abilities are rather solid than splendid, you must, even in those speculations into which a player of an opposite turn will sometimes draw you, keep as near as possible to the shore of certainty, never launching into a new tract with wantonness, never without deliberation. Whether your ingenuity exceed your judgment, or your judgment your ingenuity, your best guide will, after all, be Experience. If you unite a plenitude of both, you will not want, though you will excuse, the officiousness of advice.

POSTSCRIPT.

POSTSCRIPT.

IT was an institute of Mr. PHILIDORE, at least adopted by him, and generally obtains here, that, if an adverse commoner penetrates to the 5th square from his own side, or to the 4th from yours, before your commoner in the adjoining file has moved at all, he causes yours to forfeit the privilege of going two squares at its first move. This rule, in consequence of which the latter cannot move at all, without being taken, till the other is either removed or captured, seems to have its foundation on an incorrect way of speaking, on the phrase "two *steps* the first *move*"—from which we contract a habit of considering a commoner exercising this power, rather to make *TWO moves of ONE square each*, than *ONE continued integral move of TWO squares*. If the former idea is right, we will admit the rule to be right, for who could make a journey of twenty miles that is precluded from going the first ten*. But if the latter idea be the correct one, if the commoner, at the first move, has really the power of going two squares at one effort, it seems as unjust to prohibit the exercise of it, at a time when it would be of most use to him, as it would be to prohibit to the bishop, the

* Though, if the adversary should proceed to take your commoner at its first stage, you might say to him---"Stop, Sir! I am allowed, if I chuse, to take two steps the first time: when I have made the second it will be your turn."

peer, or the minister, the full exercise of their powers, whenever there is a square in the line of their passage at which, were they to stop there, they would be taken. Ought any of the latter pieces to be precluded from passing such a square? We believe we have not endeavoured in vain fairly to state the merits of this rule. The reader will make his own conclusion.

It has been proposed by some people, in imitation of the Russians, to invest the minister, in addition to his already great powers, with the move of the knight, on the plea of its making the game more difficult and complicated, and consequently more interesting. This innovation, instead of improving, Mr. PHILIDORE condemns, as calculated to spoil the game. It has, too, our deprecation: for which—as it might seem like affectation, after presuming to differ from him in one instance, to rest it solely on his great authority—we shall give our reasons. The change would not make the game more difficult and complicated; but rather less so. A peculiarity, to which a good deal of its present difficulty and complication, and which most people think sufficient, is owing, would be gone: the difficulty and complication surviving the change, would be in a wrong place. As there would be no piece that could with safety attack the minister, without being supported by some other piece, the call for incessant watchfulness, lest the knight should check the minister and king, or the minister and any other superior piece, which now must be attended to at every movement of the minister, would cease to exist. The minister, or rather the person moving him, need hardly reflect on what he was doing, need hardly use any caution in his ravages. The difficulty and complication then would be,
to

to retreat from his wide-extending reach *. Instead of a chancellor of the exchequer, we should have an unlimited tyrant, a Rewbell that would move in every direction, We hesitate not respecting such an innovation, though convinced the influence of the chief agent should be great. Truly British in chess, as well as in politics, we would neither so enlarge the minister's power as to be without a check upon him, nor, by a paralyzing change capricious in the other extreme, subtract any thing from it's present respectability.

LINCOLN'S INN,
18th October, 1798.

* We do not forget that it might be objected, that the counter-minister's equal potency would preserve the balance of power: but that would not restore the defection of interest incurred by the loss of the knight's peculiarity. A player is concerned to prevent an inferior piece from so attacking his king and minister, that one must be lost to save the other: but a similar attack by the minister, upon the opposite king and minister, one player is neither concerned to effect, nor the other to avoid; for the worst such a circumstance could impose on the assailed, is an equal exchange.

Nor do we forget, that though the knight to attack, and a piece to support him in the attack, could not be moved at once, it might sometimes happen that a piece would be ready to support him: but should he (an extreme case) so supported assault the king and minister together, the loss of the minister, instead of being complete to his player, as the same conjuncture makes it now, would be mitigated by the capture of the knight.

CHESS ANALYSED:

OR

INSTRUCTIONS

BY WHICH

A PERFECT KNOWLEDGE

OF THIS

NOBLE GAME

MAY IN A SHORT TIME BE ACQUIR'D,

By *A. D. PHILIDOR.*

THE FOURTH EDITION.

L O N D O N:

Printed for C. NOURSE, in the Strand.

M.DCC.LXXXVII,

178



T H E

P R E F A C E.



SO many ancient Authors have spoken in Praise of the Game of Chess, that it would be needless for me to say much of it.

Don Pietro Carrera, who in the Year 1617 published a large Volume concerning the Origin and Progress of this Game, has at the same time given us a List of those Authors, which is too long to be inserted in this Preface. I will however mention the most celebrated; Herodotus, Euripides, Sophocles, Philostratus, Homer, Virgil, Aristotle, Seneca, Plato, Ovid, Horace, Quintilian, Martial, Vida. The Invention of this Game is by Carrera attributed to Palamedes, and he proves it from the above-mentioned Authors; it is true that several others are of a different Opinion; some say it was known before his time, others that it was invented by the Philosopher Serles, Councillor to Ammolin, King of Babylon, in order by this new, engaging, and speculative Game, to divert that Prince from the Cruelties he was naturally inclined to.

The Egyptians are said to have ranked this Game in the Number of the Sciences, and that, at a time when themselves were the only learned People; their Reason I suppose to be founded on this Principle, Scientia est eorum, quæ consistunt in Intellectu.

It is no Wonder to see so many different Opinions, about a Game of so long standing, and whose Author

cannot be known to any Degree of Certainty. There are however some who will not allow it to be above 300 Years old, tho' a few make it to be somewhat older; and perhaps they would not grant that, if the very Chess-men with which Charlemagne * used to play, were not still extant in the Royal Repository of the Abbey of St. Denis.

Euripides, in his Tragedy of Iphigenia, tells us, that Ajax and Proteusilaus played together at Chess in Presence of Merion, Ulysses, and other famous Greeks. Homer, in the first Book of his Odyssey, relates, that the Princes, Lovers of Penelope, used to play at Chess at the Door of that fair Lady.

But not to trouble the Reader with any thing more about the Origin of this Game; it will be allowed by all, to have contributed to the Amusement of the greatest Heroes for many Ages past; and those of our Days take no small Pleasure in it.

Virtue and Heroism were the two distinguishing Characters of Charles the XIIth, King of Sweden; the Allurements and Temptations of Vice had no Power over him; he could even abstain from those things, which by most Persons of Rank are esteemed as no other than the Conveniences of Life; he had an Aversion to Gaming, and had strictly forbid it his Army, and among his Subjects; but Chess was excepted in a particular manner; he took so much Delight in it, that he encouraged the Learning of it among all his Courtiers. Voltaire tells us, that while that Prince was at Bender, he played at it every Day with his General Poniatoski, or with his Treasurer Grothusen.

I am sorry to see that the Rules of this Game (attributed to Palamedes) have in many Countries not

* Charlemagne lived in the eighth century.

been

been able to maintain their original Purity; it is said that the Greeks observed them so strictly, as not to bear a Chess-board wrong turned, having always the Idea of a Battle before them; when they play'd, they insisted on having the Rook which is on the right Hand placed upon a white Square, that Colour being of a good Omen among them; and each of the Combatants flatter'd himself, by having this white Square at his right Hand, to obtain the Victory.

This Game has in many Parts of Germany been so disfigur'd, as not to be known but by the Board and the Men; they allow playing two Moves successively at the Opening of the Game. This appears to me very ridiculous, as no Game is known, but the Players play alternately. Besides, can it be thought that where two good Players meet, he who plays last can have any great Chance of winning? Secondly, they give a Pawn Leave to pass beyond taking by Pawns; which not only makes quite a different Game from the original one, but also takes off a great deal of its Beauty; because by this means a Pawn may pass before two others, which with much Dexterity and Industry have reached within three Squares of becoming Queens, and are there stop'd by the King, or the Adversary's Bishop; while this single Pawn will either go and make a Queen, or oblige you to abandon all your advanced Pawns and come attack this Wretch, who during the whole Game has done nothing. This certainly is quite opposite to the Rules of War, where Merit only can advance a Soldier's Fortune. Besides, when the King castles, they allow him to push his Rook's Pawn; by which means he plays twice running. In my Opinion all these Deformities have been introduced by Wranglers, who have obliged their Adversaries to play according to their Whims.

While

While this Field of Criticism lies open, I cannot pass by my own Countrymen, who have committed as great a Fault as the Germans. They are less to be excused, there being many good Players among them; nay some of the best in Europe. I presume they have been led away (like myself formerly) by a bad Custom, established in all Probability by the Person who first brought Chess into France; I am inclined to believe it must have been some Player at Draughts, who knowing little more than the Moves of the Pieces, imagined one might make as many Queens in the Game of Chess, as at Draughts. I would only ask what a fine Sight it is to see upon the Chess-board, two Pawns on the same Square, to distinguish a second Queen; and if by chance a third should be made (as I have often seen it at Paris) then it is still a finer Sight, while the Bottom of one Pawn is almost sufficient to cover a Square on the Board. Is not therefore this Method most ridiculous, especially as it is practised in no Country where the Game of Chess is known?

However, if my Countrymen will go on in this erroneous Way, I would advise them, to prevent all Disputes that may arise about their Multiplicity of Queens, to make to each Set of Chess-men three or four Queens, as many Rooks, Knights, &c.

*To return to Pietro Carrera, whom it is probable the Calabrian * and other Authors have followed; yet neither he nor they have given us, notwithstanding their Prolixity, but very imperfect Rules, and such as can never make a good Player; they have opened several Games, and left us to end them as well as we could, by which means the Player is as puzzled, as if he had been left to begin the Game without any Instructions at all.*

* Giacomo Greco;

Cun-

Cunningham and Bertin have given us Gambits, which are lost or won according as they make the Adversary play well or ill; they have undoubtedly found their End in so easy a Method, but then of what Use can such Instructions be to one, who wishes to make himself Master of the Game? I have seen several Players, who had learnt the Calabrois and other Authors by heart, and who, when they had play'd the four or five first Moves, did no longer know what they were about: But I may boldly say, that whoever once knows how to put in Practice the Rules I have laid down, will never be in that Case. I have avoided doing like those Authors, who, in order to fill up a Book, have stuffed it with set Games (or rather Games for Children, as their Situation will not be found once in a thousand Years) to shew the Ends of Parties, by which, all the while, nothing can be learnt. I hope Lovers of this Game will be satisfied with the Modicum & bonum I here offer them, which will be found useful, instructive, and will occur very frequently in playing at this Game.

I have omitted all the Mates, except that of the Bishop and Rook against a Rook, it being the most difficult that can happen; Carrera does indeed say, it may be forced, but we may fairly question (by his Writings) whether he himself knew how to do it.

My chief Intention is to recommend myself to the Public, by a Novelty no one has thought of, or perhaps ever understood well; I mean how to play the Pawns: They are the very Life of this Game: They alone form the Attack and the Defence; on their good or bad Situation depends the Gain or Loss of each Party.

A Player, who, when he has play'd a Pawn well, can give no Reason for his Moving it to such a Square, may be compared to a General, who with much Practice has little or no Theory.

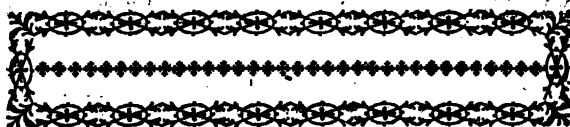
Throughout my four first Games may be seen a regular Attack and Defence.

The Observations I have made on the most essential Moves, and which sometimes appear least intelligible, will shew the Reason for playing as is laid down, and also that by playing any thing else, you must unavoidably have lost the Party; the Back-games are a Proof of it; by shewing the Effect, the Reason must easily be conceived.

By the Gambits it may be seen, that those Parties give no Advantage to him who attacks, or to him who defends them; if both play equally well, the Game becomes most commonly a drawn Game. It is true, that if either the one or the other commits a Fault in the twelve first Moves, the Game will soon be lost.

My Back-Games to the Gambits, which, tho' less instructive, are more frequent than to the other Games, will shew it.

The Queen's Gambit, being such as to give Rise in its first Moves to many different Parties, has hitherto deterr'd Authors from dissecting it. They have slightly mentioned it, and given us the Beginning of some Games with many erroneous Moves: I think I have found out its true Defence; they who understand that Party, will judge whether I have succeeded or not.



GAME THE FIRST,

WITH

Reflections on the most material Moves; and two Back Games; one beginning from the 12th, and the second from the 37th Move of this Game.

1.
White. **T**HE King's Pawn two Steps.
Black. The same.

2.
W. The King's Bishop at his Queen's Bishop's fourth Square.
B. The same.

3.
W. The Queen's Bishop's Pawn one Move.
B. The King's Knight at his Bishop's third Square.

4.
W. The Queen's Pawn two Moves (*a*).
B. The Pawn takes it.

(*a*) This Pawn is played two Moves for two very important Reasons; the first is, to hinder your Adversary's King's Bishop to play upon your King's Bishop's Pawn; and the second, to put the Strength of your Pawns in the Middle of the Exchequer, which is of great Consequence to attain the making of a Queen.

B

5. W.

5.
W. The Pawn retakes the Pawn (*b*).
B. The King's Bishop at his Queen's Knight's third Square (*c*).

6.
W. The Queen's Knight at his Bishop's third Square.
B. The King castles.

7.
W. The King's Knight at his King's second Square (*d*).
B. The Queen's Bishop's Pawn one Move.

8.
W. The King's Bishop at his Queen's third Square (*e*).
B. The Queen's Pawn two Moves.

9. *W.*

(*b*) When you find your Game in the present Situation, (*viz.*) one of your Pawns at your King's fourth Square, and one at your Queen's fourth Square, you must push neither of them before your Adversary proposes to change one for the other: in this case you are to push forwards the attack'd Pawn. It is to be observed that Pawns, when sustained in a front Line, hinder very much the Adversary's Pieces to enter in your Game, or take an advantageous Post. This Rule may serve for all other Pawns thus situated.

(*c*) If instead of retiring his Bishop, he gives you Check with it, you are to cover the Check with your Bishop, in order to retake his Bishop with your Knight, in case he takes your Bishop; your Knight will then defend your King's Pawn, otherwise unguarded. But probably he will not take your Bishop, because a good Player strives to keep his King's Bishop as long as possible.

(*d*) You must not easily play your Knights at your Bishop's third Square, before the Bishop's Pawn has moved two Steps, because the Knight proves an Hindrance to the Motion of the Pawn.

(*e*) Your Bishop retires to avoid being attack'd by the black Queen's Pawn, which would force you to take his Pawn with

9.

W. The King's Pawn one Move.*B.* The King's Knight at his King's Square.

10.

W. The Queen's Bishop at his King's third Square.*B.* The King's Bishop's Pawn one Move (*f*);

11.

W. The Queen at her second Square (*g*).*B.* The King's Bishop's Pawn takes the Pawn (*b*).

12.

W. The Queen's Pawn retakes it.*B.* The Queen's Bishop at his King's third Square (*i*).13. *W.*

with yours; this would very much diminish the Strength of your Game, and spoil entirely the Project already mentioned; and observed in the first and second Reflections. *Vide a and b.*

(*f*) He playeth this Pawn to give an Opening to his King's Rook; and this cannot be hindered; whether you take his Pawn or not.

(*g*) If you should take the Pawn offer'd to you, instead of playing your Queen, you would be guilty of a great Fault, because your Royal Pawn would then lose its Line; whereas if he takes your King's Pawn, that of your Queen supplies the Place, and you may afterwards sustain it with that of your King's Bishop's Pawn: These two Pawns will undoubtedly win the Game, because they can now no more be separated without the Loss of a Piece, or one of them will make a Queen, as will be seen by the Sequel of this Game. Moreover, it is of no small Consequence to play your Queen in that Place for two Reasons; the first, to support and defend your King's Bishop's Pawn; and secondly, to sustain your Queen's Bishop, which, being taken, would oblige you to retake his Bishop with the above-mentioned last Pawn; and thus your best Pawns would have been totally divided, and by Consequence the Game indubitably lost.

(*b*) He takes the Pawn to pursue his Project, which is to give an Opening to his King's Rook, and make it fit for Action.

(*i*) He playeth this Bishop to protect his Queen's Pawn, and with a View to push afterwards that of his Queen's Bishop's.

B 2

Observe,

13.

W. The King's Knight at his King's Bishop's fourth Square (*k*).

B. The Queen at her King's second Square.

14.

W. The Queen's Bishop takes the black Bishop (*l*).

B. The Pawn takes the Bishop.

15.

W. The King castles with his Rook (*m*).

B. The Queen's Knight at his Queen's second Square.

Observe, that he might have taken your Bishop without Prejudice to his Scheme, but he chuses rather to let you take his, in order to get an Opening for his Queen's Rook, tho' he suffers to have his Knight's Pawn doubled by it; but you are again to observe, that a double Pawn is no ways disadvantageous when surrounded by three or four other Pawns. However, to avoid Criticism, this will be the Subject of a Back-game, beginning from this twelfth Move, to which you are sent after the Party is over; the black Bishop will then take your Bishop: It will then be shewn, that, playing well on both Sides, it will make no Alteration in the Case. The King's Pawn, together with the Queen's, or the King's Bishop's Pawn, well play'd, and well sustain'd, will certainly win the Game.

N. B. In regard to these Back-games, I shall make them only upon the most essential Moves; for if I were to make them upon every Move, it would be an endless Work.

(*k*) Your King's Pawn being as yet in no Danger, your Knight attacks his Bishop, in order to take it, or have it removed.

(*l*) As it is always dangerous to let the Adversary's King's Bishop batter the Line of your King's Bishop's Pawn; and as it is likewise the most dangerous Piece to form an Attack, it is not only necessary to oppose him by times your Queen's Bishop, but you must get rid of that Piece as soon as a convenient Occasion offers.

(*m*) You chuse to castle on the King's Side, in order to strengthen and protect your King's Bishop's Pawn, which you will advance two Steps as soon as your King's Pawn is attack'd.

16. *W.*

16.

W. The Knight takes the black Bishop.*B.* The Queen takes the Knight.

17.

W. The King's Bishop's Pawn two Steps.*B.* The King's Knight at his Queen's Bishop's second Square.

18.

W. The Queen's Rook at its King's Place.*B.* The King's Knight's Pawn one Move (*n*).

19.

W. The King's Rook's Pawn one Move (*o*).*B.* The Queen's Pawn one Move.

20.

W. The Knight at his King's fourth Square.*B.* The King's Rook's Pawn one Move (*p*).

21.

W. The Queen's Knight's Pawn one Move.*B.* The Queen's Rook's Pawn one Move.

22.

W. The King's Knight's Pawn two Steps.*B.* The King's Knight at his Queen's fourth Square.

23.

W. The Knight at his King's Knight's third Square (*q*).

(*n*) He is forced to play this Pawn, to hinder you from pushing you King's Bishop's Pawn upon his Queen.

(*o*) This King's Rook's Pawn is play'd to unite all your Pawns together, and push them afterwards with Vigour.

(*p*) He playeth this Pawn to hinder your Knight entering in his Game, and forcing his Queen to remove; were he to play otherwise, your Pawns would have an open Field.

(*q*) You play this Knight to enable yourself to push your King's Bishop's Pawn next; it will be then supported by three Pieces, the Bishop, the Rook, and the Knight.

B 3

B.

B. The King's Knight at the white King's third Square (*r*).

24.

W. The Queen's Rook takes the Knight.

B. The Pawn takes the Rook.

25.

W. The Queen takes the Pawn.

B. The Queen's Rook takes the Pawn of the opposite Rook.

26.

W. The Rook at his King's Place (*s*).

B. The Queen takes the white Queen's Knight's Pawn.

27.

W. The Queen at her King's fourth Square.

B. The Queen at her King's third Square (*t*).

28.

W. The King's Bishop's Pawn one Move.

B. The Pawn takes it.

29.

W. The Pawn takes again (*u*).

B. The Queen at her fourth Square (*w*).

(*r*) He playeth this Knight to hinder your Project, by breaking the Strength of your Pawns, which he would undoubtedly do by pushing his King's Knight's Pawn; but you break his Design by changing your Rook for his Knight.

(*s*) You play your Rook to protect your King's Pawn, who would remain in the lurch as soon as you push your King's Bishop's Pawn.

(*t*) The Queen returns to hinder the Check-mate, now ready prepared.

(*u*) Were you not to take with your Pawn, your first Project, laid in the Beginning of the Game, would be reduced to nothing, and you would run the Risk of losing the Game.

(*w*) He offers to change Queens, in order to break your Scheme of giving him Check-mate with your Queen and Bishop.

30. *W.*

30.

W. The Queen takes the Queen.*B.* The Pawn takes the Queen.

31.

W. The Bishop takes the Pawn in his way.*B.* The Knight at his third Square.

32.

W. The King's Bishop's Pawn one Move (*).*B.* The Queen's Rook at the white Queen's Knight's second Square.

33.

W. The Bishop at his Queen's third Square.*B.* The King at his Bishop's second Square.

34.

W. The Bishop at the black King's Bishop's fourth Square.*B.* The Knight at the white Queen's Bishop's fourth Square.

35.

W. The Knight at the black King's Rook's fourth Square.*B.* The King's Rook gives check.

36.

W. The Bishop covers the Check.*B.* The Knight at the white Queen's second Square.

37.

W. The King's Pawn gives check.

(*) You are to observe, when your Bishop runs upon White, you must strive to put your Pawn always upon Black, because then your Bishop serves to drive away your Adversary's King or Rook when between your Pawns; the same when your Bishop runs Black, to have then your Pawns upon White. Few Players have made this Remark, tho' a very essential one.

B. The King at his Knight's third Square (*y*).

38.

W. The King's Bishop's Pawn one Move.

B. The Rook at its King's Bishop's Square.

39.

W. The Knight gives check at the fourth Square of his King's Bishop.

B. The King at his Knight's second Square.

40.

W. The Bishop at the black King's Rook's fourth Square.

B. Playeth any where the white pushes to Queen.



FIRST BACK-GAME,

OR

Continuation of the first Game from the twelfth Move.

12.

W. **T**HE Queen's Pawn retakes it.

B. The King's Bishop takes the white Queen's Bishop.

13.

W. The Queen takes the Bishop.

B. The Queen's Bishop at his King's third Square.

(*y*) As his King may retire at his Bishop's Square, it is necessary to send you to a second Back-game, which will shew you how to proceed in this Case.

14. *W.*

14.

W. The King's Knight at his King's Bishop's fourth Square.

B. The Queen at her King's second Square.

15.

W. The Knight takes the Bishop.

B. The Queen takes the Knight.

16.

W. The King castles his Rook.

B. The Queen's Knight at his Queen's second Square.

17.

W. The King's Bishop's Pawn two Moves.

B. The King's Knight's Pawn one Move.

18.

W. The King's Rook's Pawn one Move.

B. The King's Knight at his second Square.

19.

W. The King's Knight's Pawn two Steps.

B. The Queen's Bishop's Pawn one Move.

20.

W. The Knight at his King's second Square.

B. The Queen's Pawn one Move.

21.

W. The Queen at her second Square.

B. The Queen's Knight at his third Square.

22.

W. The Knight at his King's Knight's third Square.

B. The Queen's Knight at his Queen's fourth Square.

23.

W. The Queen's Rook at its King's Square.

B. The Queen's Knight at the white King's third Square.

24. *W.*

24.

W. The Rook takes the Knight.*B.* The Pawn takes the Rook.

25.

W. The Queen takes the Pawn.*B.* The Queen takes the white Queen's Rook's Pawn.

26.

W. The King's Bishop's Pawn one Move.*B.* The Queen takes the Pawn.

27.

W. The King's Bishop's Pawn one Move.*B.* The Knight at his King's Square.

28.

W. The King's Knight's Pawn one Move.*B.* The Queen at the white Queen's fourth Square.

29.

W. The Queen takes the Queen.*B.* The Pawn takes the Queen.

30.

W. The King's Pawn one Move.*B.* The Knight at his Queen's third Square.

31.

W. The Knight at his King's fourth Square.*B.* The Knight at his King's Bishop's fourth Square.

32.

W. The Rook takes the Knight.*B.* The Pawn takes the Rook.

33.

W. The Knight at the white Queen's third Square.*B.* The King's Bishop's Pawn one Move, or any where; the Game being lost.34. *W.*

34.

W. The King's Pawn one Move.*B.* The King's Rook at its Queen's Knight's Square.

35.

W. The Bishop gives check.*B.* The King retires, having but one Place.

36.

W. The Knight gives check.*B.* The King removes.

37.

W. The Knight at the black Queen's Square discovering check.*B.* The King moves where he can.

38.

W. The King's Pawn making a Queen, gives Check-mate in the mean time.

There requires no Animadversions on the Moves of this Back-game, they being almost all the same as in the first Game.





SECOND BACK - GAME.

- Of the First Party,

Beginning from the thirty-seventh Move.

^{37.}
W. **T**HE King's Pawn gives check.
B. The King at his Bishop's Square.

^{38.}
W. The Rook at its Queen's Rook's Square.
B. The Rook gives check at the white Queen's Knight's Square.

^{39.}
W. The Rook takes the Rook.
B. The Knight retakes the Rook.

^{40.}
W. The King at his Rook's second Square.
B. The Knight at the white Queen's Bishop's third Square.

^{41.}
W. The Knight at his King's Bishop's fourth Square.

B. The Knight at the white King's fourth Square.
^{42.} *W.*

42.

W. The Knight takes the Pawn.*B.* The Rook at its King's Knight's fourth Square.

43.

W. The King's Pawn one Move, and gives check.*B.* The King at his Bishop's second Square.

44.

W. The Bishop gives check at the black King's third Square.*B.* The King takes the Bishop.

45.

W. The King's Pawn makes a Queen, and wins the Game.

SECOND



SECOND GAME,

WITH.

THREE BACK-GAMES,

The first beginning from the third, the other from the eighth, and the last from the twenty-sixth Move.

1.

White. **T**HE King's Pawn two Steps.
Black. The same.

2.

W. The King's Bishop at his Queen's Bishop's fourth Square.

B. The Queen's Bishop's Pawn one.

3.

W. The Queen's Pawn two Steps (*a*).

B. The Pawn takes the Pawn (*b*).

4. *W.*

(*a*) 'Tis absolutely necessary to push this Pawn two Steps; playing any thing else would get him the Move, and by consequence the Attack: This would put your Game in a bad Condition, because you could hinder him no longer from putting the Strength of his Pawns in the middle of the Chess-board: and (supposing always none of you to play amiss) would win him the Game.

(*b*) If he refuses taking your Pawn, in order to pursue immediately his intended Scheme of attacking your Bishop with

4.

W. The Queen takes the Pawn.*B.* The Queen's Pawn one Move.

5.

W. The King's Bishop's Pawn two Moves.*B.* The Queen's Bishop at his King's third Square (*c*).

6.

W. The King's Bishop at his Queen's third Square.*B.* The Queen's Pawn one Move.

7.

W. The King's Pawn one Move.*B.* The Queen's Bishop's Pawn one Move.

8.

W. The Queen at her King's Bishop's second Square.*B.* The Queen's Knight at his Queen's Bishop's third Square (*d*).9. *W.*

with his Queen's Pawn, he will (with regular Play on both Sides) lose the Game, because his Queen's Pawn being separated from his Camarades, cannot avoid being lost. This producing great Alterations in the Game, will be the Subject of my first Back-game, beginning from his third Move.

(*c*) He playeth this Bishop for three weighty Reasons: The first and most material is, to push his Queen's Pawn, in order to make room for his King's Bishop; the second, to oppose it to your King's Bishop; and the third, to get rid of him, according to the Rule prescribed in the first Party, *vide* (1) page 4.

(*d*) If instead of getting out his Piece he should continue to push on his Pawns, he would lose the Game infallibly; because it must be observed, that one or two Pawns, too far advanced in the Beginning of a Game, must be reckon'd as good as lost, except when all the Pieces are fit for Action, or that those Pawns, when taken, can have their Places supplied again by other Pawns. This will be demonstrated by a second Back-game, beginning from the eighth Move; which will convince you that two Pawns in a front Line, situated

9.

W. The Queen's Bishop's Pawn one Move.*B.* The King's Knight's Pawn one Move.

10.

W. The King's Rook's Pawn one Move.*B.* The King's Rook's Pawn two Moves (*e*).

11.

W. The King's Knight's Pawn one Move.*B.* The King's Knight at his Rook's third Square.

12.

W. The King's Knight at his Bishop's third Square.*B.* The King's Bishop at his King's second Square.

13.

W. The Queen's Rook's Pawn two Steps.*B.* The King's Knight at his Bishop's 4th Square.

14.

W. The King at his Bishop's Square (*f*).*B.* The King's Rook's Pawn one Move.

15.

W. The King's Knight's Pawn one Move.*B.* The Knight gives check to the King and to the Rook.

situated upon your fourth Squares, are better than two upon the Sixth Squares; because they being so distant from the Main Body, may be compared, as in an Army, to lost Vanguards and Sentries.

(*e*) He pushes this Pawn two Steps, to hinder your Pawns, being four to three on that Side, to fall upon his own. Here is an Observation to be made, that in the present Situation two equal Bodies of Pawns are on the Chess-Board; you have four to three on your King's Side, and he has likewise four to three on his Queen's Side: those on the King's Side have always some Advantage, the King being by a superior Number better guarded: Nevertheless, he that will be able to separate first his Adversary's Pawns (especially on that Side where they are strongest) will undoubtedly win the Game.

(*f*) You play your King, in order to be able to form your Attack, as well on your left, as on your right Wing.

16. *W.*

16.

W. The King at his Knight's second Square.*B.* The Knight takes the Rook.

17.

W. The King takes the Knight (*g*).*B.* The Queen at her second Square.

18.

W. The Queen at her King's Knight's Square (*b*).*B.* The Queen's Rook's Pawn two Steps.

19.

W. The Queen's Bishop at his King's third (*i*) Square.*B.* The Queen's Knight's Pawn one Move.

20.

W. The Queen's Knight at his Rook's 3d Square.*B.* The King castles on his Queen's Side (*k*).

(*g*) Though a Rook is commonly a better Piece than a Knight, yet this Change turns to your Advantage; the Reason of it is, in the first Place, that this Knight has already made at least four Moves before his Arrival to that Place, whereas your Rook never stirr'd yet from its Place: Secondly, his Knight being thus situated proves very troublesome to you; so the taking of him puts your King in an easy Situation, and enables you the better to form your Attack on either Side, where your Adversary shall chuse to castle.

(*b*) 'Tis of consequence to play your Queen, in order to sustain your King's Bishop's Pawn, for fear he should sacrifice his Bishop for your two Pawns, which he certainly would do; because all the Strength of your Game consisting in your Pawns, the breaking of them would give him the Attack upon you, and probably make you lose the Game.

(*i*) You play this Bishop with an Intention to draw him to push his Queen's Bishop's Pawn, which would give you the Game very soon, because it gives an Opening to your Knights to enter his Game every where.

(*k*) He castles on his Queen's Side, to avoid the great Strength of your Pawns on the other Side; and the more so, because they are already further advanced than those on your Queen's Side.

C

21. *W.*

21.

W. The King's Bishop gives check.

B. The King at his Queen's Bishop's second Square.

22.

W. The Queen's Knight at his Queen's Bishop's second Square (*l*).

B. The Queen's Rook at her own Place.

23.

W. The King's Bishop at the black Queen's Knight's fourth Square.

B. The Queen at her home (*m*).

24.

W. The Queen's Knight's Pawn two Steps.

B. The Queen at her King's Bishop's Square.

25.

W. The Queen's Knight's Pawn takes the black Queen's Bishop's Pawn.

B. The Queen's Knight's Pawn takes the Pawn again.

26.

W. The King's Knight at his Queen's second Square (*n*).

B. The Queen's Bishop's Pawn one Move (*o*).

(*l*) If, instead of going back, in order to pursue your Attack on the Pawns that retard your winning of the Game, you should give him Check, you would lose at least two Moves by it.

(*m*) He playeth his Queen with a Design to put her next at her King's Bishop's Square, foreseeing very well that his whole Game depends on sustaining his Queen's Bishop's Pawn.

(*n*) You play this Knight with a View always to attack the Pawn in question.

(*o*) He playeth this Pawn to gain one Move, and to hinder your King's Knight from placing himself at your Queen's Knight's third Square. But as this 26th Move may be played otherwise, I refer it to my third and last Back-game.

27. *W.*

27.

W. The King's Knight at his Bishop's 3d Square,*B.* The King's Bishop's Pawn one Move (*p*),

28.

W. The Queen's Bishop gives check,*B.* The King at his Queen's Knight's second Square,

29.

W. The Bishop takes the Knight and gives check.*B.* The King takes the Bishop,

30.

W. The King's Knight gives check.*B.* The King at his Queen's second Square (*q*),

31.

W. The King's Bishop's Pawn one Move,*B.* The Bishop at his King's Knight's Square,

32.

W. The King's Pawn gives check,*B.* The King at his home.

33.

W. The King's Knight at the black Queen's Knight's fourth Square.*B.* The King's Bishop at his Queen's third Square,

34.

W. The Queen at her fourth Square (*r*),*B.* Lost every where,

(*p*) Whatever he may play now, the Game is irretrievable; because as soon as your Knights can get a free Passage, the Game is decided.

(*q*) If his King takes your Queen's Bishop, you have his Queen by a discovered check upon him; and if he plays otherwise, he loses his Queen's Bishop.

(*r*) The Queen takes afterwards his Queen's Pawn, enters his Game, and masters most of his Pieces: therefore it is needless to go on.



FIRST BACK-GAME.

Beginning from the Third Move of the
Second Party.

3d Move.

White. **T**HE Queen's Pawn two Steps.
Black: The same.

4.

W. The King's Pawn takes the Pawn.

B. The Queen's Bishop's Pawn takes the Pawn

5.

W. The Bishop gives check.

B. The Bishop covers the Check.

6.

W. The Bishop takes the Bishop.

B. The Knight takes the Bishop.

7.

W. The Queen's Pawn takes the Pawn.

B. The Knight takes that Pawn.

8.

W. The Queen at her King's second Square.

B. The same.

9.

W. The Queen's Knight at his Bishop's 3d Square.

B. The King castles.

10.

W. The Bishop at his King's Bishop's 4th Square.

B. The Queen's Knight at his Bishop's 3d Square.

11. *W.*

11.

W. The King castles.*B.* The Queen takes the Queen.

12.

W. The King's Knight takes the Queen.*B.* The Queen's Pawn one Move.

13.

W. The Queen's Knight at his King's 4th Square.*B.* The King's Bishop's Pawn one Move (*a*).

14.

W. The King's Rook's Pawn two Moves.*B.* The King's Rook's Pawn the same.

15.

W. The King's Rook at its third Square.*B.* The King's Knight at his Rook's third Square.

16.

W. The Bishop takes the Knight.*B.* The Rook takes the Bishop.

17.

W. The King's Rook at its Queen's third Square.*B.* The Queen's Rook at its King's Square.

18.

W. The King's Knight takes the Pawn.*B.* The Knight at the white Queen's Knight's fourth Square (*b*).

19.

W. The King's Rook at its King's third Square.

(*a*) If, in lieu of playing this Pawn, he had play'd his Rook at his King's Square to attack your two Knights; you might have let him take the Pawn that is at your King's second Square, and with your other Knight have attack'd his King's Bishop's Pawn. The Consequence is plainly seen.

(*b*) Had he taken your Knight with his Rook, instead of playing as he did; yours (taking his again) would have gain'd you his King's Bishop, by a Check given with your Rook, and consequently the Game.

C 3

B.

B. The Knight takes the Rook's Pawn and gives check.

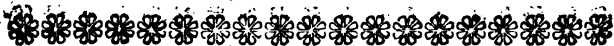
20.

W. The King at his Queen's Knight's Square.

B. The Knight retires.

21.

W. The Knight checks the King and Rook at once, and having the Advantage of a good Situation, and a Rook for a Bishop, must get the Game. This Observation sheweth; that when both Sides play well, he that moves first will almost always win the Game.



SECOND BACK-GAME.

Beginning from the Eighth Move of the Second Party.

8.

White. **T**HE Queen at her King's Bishop's second Square.

Black. The Queen's Bishop's Pawn one Move.

9.

W. The King's Bishop at his King's 2d Square.

B. The Queen's Pawn one Move.

10.

W. The Queen's Bishop's Pawn one Move.

B. The Queen's Pawn one Move.

2

11. *W.*

11.

W. The King's Bishop at his third Square.*B.* The Queen's Bishop at his Queen's fourth Square.

12.

W. The Queen's Knight's Pawn one Move.*B.* The Queen's Knight's Pawn two Steps.

13.

W. The Queen's Rook's Pawn two Steps.*B.* The Queen's Bishop's Pawn takes the Pawn.

14.

W. The Queen's Rook's Pawn takes that Pawn.*B.* The Queen's Bishop takes the white Bishop.

15.

W. The King's Knight takes the Bishop.*B.* The Queen's Knight at his Queen's second Square.

16.

W. The Queen's Bishop at his King's 3d Square.*B.* The Rook at its Queen's Knight's Square.

17.

W. The Queen's Bishop's Pawn one Move.*B.* The Queen's Knight at his third Square.

18.

W. The Queen's Knight at his Queen's second Square.*B.* The King's Bishop at the white Queen's Knight's fourth Square.

19.

W. The King castles, and will undoubtedly win the Game, because all his Pawns are well situated, and well sustain'd; whilst his Adversary's Pawns are separated, and likely to be lost.



THIRD and LAST B A C K - G A M E.

On this Second Party, beginning at the
Twenty-sixth Move.

26.
W. **T**HE King's Knight at his Queen's second Square.

B. The King's Bishop's Pawn one Step.

27.
W. The King's Knight at his Queen's Knight's third Square.

B. The Queen's Bishop's Pawn one Move.

28.
W. The Queen's Bishop gives check.

B. The King at his Queen's Knight's second Square.

29.
W. The King's Knight gives check at the black Queen's Bishop's fourth Square.

B. The King's Bishop takes the Knight.

30.
W. The Queen's Bishop takes the Bishop.
B. The Queen at her Bishop's Square.

31. *W.*

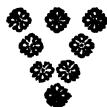
31.

W. The Rook at its Queen's Knight's Square.*B.* The King at his Queen's Bishop's second Square.

32.

W. The Queen's Bishop gives check at the black Queen's third Square.*B.* The King at his Queen's Square.

33.

W. The Queen gives check at the black Queen's Knight's third Square.*B.* The King any where loses the Game.

THIRD



THIRD PARTY,

Beginning with the Black ;

Wherein it is shewn, that playing the King's Knight, the second Move, is entirely wrong; because it not only loses the Attack, but gives it to the Adversary. It will be seen likewise by three different BACK-GAMES, that a good Attack keeps the Defender always embarrassed.

1.

Black. **T**HE King's Pawn two Steps.

White. The same.

2.

B. The King's Knight at his Bishop's 3d Square.

W. The Queen's Pawn one Move.

3.

B. The King's Bishop at the Queen's Bishop's fourth Square.

W. The King's Bishop's Pawn two Moves (*a*).

4. *B.*

(*a*) Anything else your Adversary could have play'd, this was always your best Move, it being very advantageous to change your King's Bishop's Pawn for his royal Pawn ; because

4.

B. The Queen's Pawn one Move.**W.** The Queen's Bishop's Pawn one Move.

5.

B. The King's Pawn takes the Pawn (*b*).**W.** The Queen's Bishop retakes the Pawn.

6.

B. The Queen's Bishop at the white King's Knight's fourth Square.**W.** The King's Knight at his Bishop's third Square (*c*).

cause your King and Queen's Pawns place themselves in the Middle of the Chess-board, and become in a State of stopping all the Progresses of your Adversary's Pieces; besides this, you gain the Attack upon him, and that by his having play'd his King's Knight at the second Move. You have still another Advantage by losing your King's Bishop's Pawn for his King's Pawn; that is, when you do castle with your King's Rook, the same Rook finds itself immediately free and fit for Action in the very Beginning of the Game. This will be demonstrated by my first Back-game, beginning from the third Move, to which you are sent after the Party.

(*b*) You must observe, that if he refuses taking your Pawn, you are to leave it in the same Situation and Place exposed to be taken; except, however, he should chuse to castle with his King's Rook, in such case you must without any Hesitation, or the interval of a single Move, push that very Pawn forwards, and in order to attack, and fall upon his King with all the Pawns of your right Wing. The Effect of it will be best learn'd by a second Back-game, beginning from this fifth Move, to which you are sent. You are to observe again, as a general Rule; not to determine easily to push on the Pawns either of your right or left Wings before your Adversary's King has castled; he will otherwise retire where your Pawns are less strong or less advanced, and by consequence less dangerous to him.

(*c*) If he takes your Knight, you must absolutely take his with your Pawn, which being join'd to his Camarades, encreases their Strength, and by consequence that of your Game.

7. **B.**

7.
B. The Queen's Knight at his Queen's second Square.

W. The Queen's Pawn one Move.

8.

B. The Bishop retires.

W. The King's Bishop at his Queen's third (*d*) Square.

9.

B. The Queen at her King's second Square.

W. The same.

10.

B. The King castles with his Rook (*e*).

W. The Queen's Knight at his Queen's second Square.

11.

B. The King's Knight at his Rook's fourth (*f*) Square.

W. The Queen at her King's third Square.

(*d*) This is the best Square your King's Bishop can chuse, except the fourth of his Queen's Bishop; particularly when you have the Attack, and it be out of your Adversary's Power to hinder that Bishop from playing on his King's Bishop's Pawn.

(*e*) If he had castled on his Queen's Side, it would have been then your Game to castle on your King's Side, in order to attack him more commodiously with your Pawns on the left. It is here again necessary to observe, for a general Rule, that as it is dangerous in an Army to attack the Enemy too soon, it must serve likewise for Instruction here not to be too hasty in pushing your Pawns forwards, till they are well sustain'd by one another, and also by your Pieces, otherwise your Attack will prove abortive. The Form of this Attack at your left will be seen by a third Back-game, beginning from this tenth Move.

(*f*) He playeth this Knight to make room to his King's Bishop's Pawn, with a Design to advance it two Steps, in order to strive to break the Chain of your Pawns.

12. *B.*

12.

B. The King's Knight takes the Bishop (*g*).*W.* The Queen retakes the Knight.

13.

B. The Queen's Bishop takes the Knight (*b*).*W.* The Pawn retakes the Bishop.

14.

B. The King's Bishop's Pawn two Moves.*W.* The Queen at her King's Knight's third Square.

15.

B. The Pawn takes the Pawn.*W.* The Bishop's Pawn retakes it.

16.

B. The King's Rook at its King's Bishop's third Square (*i*).*W.* The King's Rook's Pawn two Steps (*k*).

(*g*) If he had push'd his King's Bishop's Pawn instead of taking your Bishop, you must then have attack'd his Queen with your Queen's Bishop, and push'd your King's Rook's Pawn the next Move upon his Bishop, to force him to take your Knight: In this Case (as I have already observed) your best way was to retake his Bishop with your Pawn, in order to support the better your royal Pawn, and replace it in case it be taken.

(*b*) If he did not take your Knight, his Bishop would remain imprison'd by your Pawns, or he would lose at least three Moves to get him free; which three useless Moves are sufficient to spoil his Game.

(*i*) He playeth this Rook with two Designs, either to double it, or to remove your Queen.

(*k*) You push this Pawn two Steps to give your Queen more room, which being attack'd can retire behind this Pawn, and then remain battering upon her Adversary's King's Rook's Pawn. Your Pawn advancing afterwards will become dangerous to your Adversary's King.

17. *B.*

17.

B. The Queen's Rook at its King's Bishop's Square.

W. The King castles with his Queen's Rook.

18.

B. The Queen's Bishop's Pawn two Steps,

W. The King's Pawn one Step (1).

19.

B. The Queen's Pawn takes the Pawn,

W. The Queen's Pawn one Move.

(1) Here is a Move as difficult to comprehend, as it is to be well explained. In the first place you are to observe, that when you find yourself with a Chain of Pawns following one another, upon one and the same colour'd Squares; or, to say better, in an oblique Line, the Pawn who has the Van, or is at the Head of them, must not be abandon'd, but must strive to keep and preserve his Post. Here then you must observe, that your King's Pawn being not in the Line with his Camarades, your Adversary has push'd his Queen's Bishop's Pawn two Steps, for two Reasons: The first to engage you to push that of your Queen forwards, which in this case would be always stopp'd by that of his Queen's; and thus leaving behind that of your King, would render it consequently entirely useless. The second is to hinder your King's Bishop to batter upon his King's Rook's Pawn; therefore it is best to push your King's Pawn upon his Rook, and sacrifice it; because then your Adversary (by taking it, as he cannot well do otherwise) openeth a free Passage to your Queen's Pawn, which you are to advance immediately, and sustain in case of need with your other Pawns; in order to make a Queen with it, or draw some other considerable Advantage by it to win the Game. It is true, that his Queen's Pawn (now become his King's) appears to have the same Advantage of having no Opposition from your Pawns to make a Queen; however, the Difference is great, because his Pawn being entirely separated from his Camarades, will always be in danger of being snatch'd away in his Road by a Multitude of your Pieces all at War against it. But to know well how to make use of these Moves at proper times, one must be already a good Player.

20. B.

20.

B. The Bishop at his Queen's Bishop's second Square.

W. The Knight at his King's fourth Square (*m*).

21.

B. The King's Rook at the white King's Bishop's third Square.

W. The Queen at her King's Knight's second Square.

22.

B. The Queen at her King's Bishop's second Square (*n*).

W. The Knight at the black King's Knight's fourth Square.

23.

B. The Queen gives check.

W. The King at his Queen's Knight's Square.

24.

B. The Rook takes the Bishop (*o*).

W. The Rook retakes the Rook.

(*m*) It was necessary to play that Knight in order to stop his King's Pawn; the more because this very Pawn, in its present Situation, stops the Passage of his own Bishop, and even of his Knight.

(*n*) He playeth his Queen in order next to give you check: but if he had play'd his King's Rook's Pawn to hinder the Attack of your Knight, you must have attack'd his Bishop and his Queen with your Queen's Pawn; and in this Case he would have been forced to take your Pawn, and you should have retaken his Bishop with your Knight, which he could not have taken with his Queen, because she would have been lost by a discover'd Check with your Bishop.

(*o*) He takes your King's Bishop; first, to save his King's Rook's Pawn, and that your Bishop proves more incommodious to him than any other of your Pieces; and secondly, to put his Queen upon the Rook that covers your King.

25. *B.*

25.

B. The Queen at her King's Bishop's fourth Square.

W. The Queen at her King's fourth Square (*p*).

26.

B. The Queen takes the Queen.

W. The Knight takes the Queen.

27.

B. The Rook at the white King's Bishop's fourth Square.

W. The Knight at the black King's Knight's fourth Square.

28.

B. The Queen's Bishop's Pawn one Move.

W. The Queen's Rook at her King's Knight's third Square.

29.

B. The Knight at his Queen's Bishop's fourth Square.

W. The Knight at the black King's third Square.

30.

B. The Knight takes the Knight.

W. The Pawn retakes the Knight.

31.

B. The Rook at its King's Bishop's third Square.

W. The King's Rook at its Queen's Square.

32.

B. The Rook takes the Pawn.

(*p*) Having the Advantage of a Rook against a Bishop at the End of a Party, it is your Advantage to change Queens: and the more so, because his Queen being at present troublesome to you in the Post where he just play'd it, you force him to change, which he cannot avoid, if he will save his being Check-mate.

W. The King's Rook at the black Queen's second Square, and must win the Game, as is easily perceived (*q*).



FIRST BACK-GAME,

Of the third Party,

Beginning at the third Move.

Black. ^{3.} **T**HE Queen's Pawn two Steps.
White. ^{4.} The King's Bishop's Pawn two Steps.

B. The Queen's Pawn takes the Pawn (*a*).
W. The King's Bishop's Pawn retakes the Pawn.

^{5.}
B. The King's Knight at the white King's Knight's fourth Square.
W. The Queen's Pawn one Step.

^{6.}
B. The King's Bishop's Pawn two Steps.
W. The King's Bishop at his Queen's Bishop's fourth Square.

(*q*) Any thing he could have play'd could not hinder you from doubling your Rooks, unless he had sacrificed his Bishop, or let you make a Queen with your Pawn; therefore loses the Game every way.

(*a*) If he had taken your King's Bishop's Pawn instead of this, you must have push'd your King's Pawn upon his Knight, and afterwards retake his Pawn with your Queen's Bishop.

D

7. B.

7.

B. The Queen's Bishop's Pawn two Steps.*W.* The Queen's Bishop's Pawn one Step.

8.

B. The Queen's Knight at his Bishop's 3d Square.*W.* The King's Knight at his King's 2d Square.

9.

B. The King's Rook's Pawn two Steps (*b*).*W.* The King's Rook's Pawn one Move.

10.

B. The King's Knight at his Rook's third Square.*W.* The King castles.

11.

B. The Queen's Knight at his Rook's fourth Square.*W.* The Bishop gives check.

12.

B. The Bishop covers the Check.*W.* The Bishop takes the black Bishop.

13.

B. The Queen takes the Bishop.*W.* The Queen's Pawn one Move.

14.

B. The Queen's Bishop's Pawn one Move (*c*).*W.* The Queen's Knight's Pawn two Moves.

(*b*) He pushes this Pawn two Steps to avoid having a double Pawn upon his King's Rook's Line, which by pushing your King's Rook's Pawn upon his Knight, he could not possibly avoid; and your taking it afterwards with your Queen's Bishop, would have given him a very bad Game.

(*c*) He playeth this Pawn to cut the Communication of your Pawns; but you avoid it by pushing immediately your Queen's Knight's Pawn upon his Knight, which having no Retreat, obliges your Adversary to take the Pawn by the way, This rejoins your Pawns again, and makes them invincible.

15. *B.*

15.

B. The Queen's Bishop's Pawn takes it passing by.*W.* The Rook's Pawn retakes the Pawn.

16.

B. The Queen's Knight's Pawn one Move.*W.* The Queen's Bishop at his King's third Square.

17.

B. The Bishop at his King's second Square.*W.* The King's Knight at his King's Bishop's fourth Square (*d*).

18.

B. The King's Knight at his own Square.*W.* The King's Knight at the black King's Knight's third Square.

19.

B. The King's Rook at its second Square.*W.* The King's Pawn one Move.

20.

B. The Queen at her Knight's second Square.*W.* The Queen's Pawn one Move.

21.

B. The King's Bishop at his third Square.*W.* The King's Rook takes the Pawn.

22.

B. The King castles.*W.* The King's Rook takes the black Queen's Knight.

23.

B. The Pawn takes the Rook.

(*d*) This Knight seems to be of very little consequence ; nevertheless 'tis he that gives the mortal Blow to his Party, because this very Knight holds at present all your Adversary's Pieces in some measure quite lock'd up, till you have time to prepare the Check-mate.

D 2

W. The

W. The Queen's Rook takes the Pawn.

24.

B. The Queen's Rook's Pawn one Move.

W. The Rook gives check.

25.

B. The King retires.

W. The Rook at the black Queen's Bishop's second Square.

26.

B. The Queen at her Knight's fourth Square.

W. The Queen's Knight at his Rook's 3d Square.

27.

B. The Queen at her King's Bishop's fourth Square.

W. The Queen's Knight at her Bishop's fourth Square.

28.

B. The Queen takes the Knight, knowing not to do better.

W. The Bishop gives check.

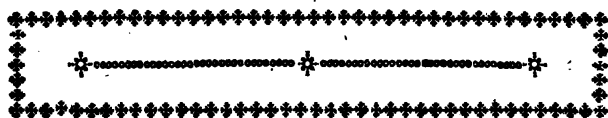
29.

B. The King retires where he can.

W. The Knight gives check-mate.



SECOND



SECOND BACK-GAME.

Beginning from the fifth Move.

5.
Black. **T**HE King castles.
White. The King's Bishop's Pawn one Move.

6.
B. The Queen's Pawn one Move.
W. The Queen at her King's Bishop's 3d Square.

7.
B. The Queen's Pawn takes the Pawn.
W. The Queen's Pawn retakes the Pawn.

8.
B. The Queen's Rook's Pawn two Moves.
W. The King's Knight's Pawn two Moves.

9.
B. The Queen at her third Square.
W. The King's Knight's Pawn one Move.

10.
B. The King's Knight at his King's Square.
W. The King's Bishop at his Queen's Bishop's fourth Square.

11.
B. The Queen's Bishop's Pawn one Move.
W. The Queen at the black King's Rook's fourth Square.

D 3

12. B.

12.

B. The Queen's Knight's Pawn two Steps.*W.* The King's Knight's Pawn one Move.

13.

B. The King's Rook's Pawn one Move.*W.* The Bishop takes the King's Bishop's Pawn,
and gives check.

14.

B. The King at his Rook's Square.*W.* The Queen's Bishop takes the black King's
Rook's Pawn.

15.

B. The King's Knight at his Bishop's third
Square.*W.* The Queen being at her King's Rook's fifth
Square, wins the Game on removing the
Bishop.

THIRD BACK-GAME.

Beginning from the tenth Move.

10.

Black. **T**HE King castles on his Queen's Side.*White.* **T**he King castles on his own Side.

11.

B. The King's Rook's Pawn one Move.*W.* The Queen's Knight at his Queen's second
Square.

12.

B. The King's Knight's Pawn two Steps.*W.* The Queen's Bishop at his King's 3d Square.13. *B.*

13.

B. The Queen's Rook at its King's Knight's Square.*W.* The Queen's Knight's Pawn two Steps.

14.

B. The King's Rook's Pawn one Move.*W.* The Queen's Rook's Pawn two Moves (*a*).

15.

B. The Bishop takes the Knight.*W.* The Queen takes the Bishop.

16.

B. The King's Knight's Pawn one Move.*W.* The Queen at her King's second Square.

17.

B. The Queen's Bishop's Pawn one Step.*W.* The Queen's Rook's Pawn one Step.

18.

B. The Bishop at his Queen's Bishop's second Square.*W.* The Queen's Bishop's Pawn one Move.

19.

B. The King's Rook's Pawn one Move.*W.* The King's Rook at its Queen's Knight's Square.

20.

B. The King's Rook at its fourth Square.*W.* The Queen's Bishop's Pawn one Move.

(*a*) When the King finds himself behind two or three Pawns, and that your Adversary falls upon them in order to break them or make an Irruption upon your King, you must take care to push none of those Pawns till you are forced to do it. As for example: it would have been very ill play'd to have pushed your King's Rook's Pawn upon his Bishop, because he would then have got the Attack upon you by taking your Knight with his Bishop, and would have got an Opening upon your King by pushing his King's Knight's Pawn. This would have lost you the Game.

D 4

21. *B.*

21.

B. The Queen's Pawn one Move.*W.* The King's Pawn one Move.

22.

B. The King's Knight at his King's Square.*W.* The Queen's Knight's Pawn one Move.

23.

B. The Pawn takes the Pawn.*W.* The King's Rook retakes the Pawn.

24.

B. The Queen's Rook's Pawn one Move.*W.* The King's Rook at its Queen's Knight's fourth Square.

25.

B. The King's Bishop's Pawn one Move.*W.* The King's Bishop takes the Queen's Rook's Pawn.

26.

B. The Pawn takes the Bishop.*W.* The Queen takes the Pawn, and gives check.

27.

B. The King retires.*W.* The Queen gives check.

28.

B. The Knight covers the check.*W.* The Queen's Rook's Pawn one Move.

29.

B. The King at his Queen's second Square.*W.* The Queen takes the Queen's Pawn, and gives check.

30.

B. The King retires.*W.* The Queen's Rook's Pawn one Move, and by different very visible ways wins the Game, without going farther.

FOURTH



FOURTH PARTY,

WITH

TWO BACK-GAMES,

One beginning from the fifth, and the other
from the sixth Move,

1.
Black. **T**HE King's Pawn two Steps.
White. The same.

2.
B. The Queen's Bishop's Pawn one Step (*a*).
W. The Queen's Pawn two Steps.

3.
B. The Pawn takes the Pawn.
W. The Queen retakes the Pawn.

(*a*) Playing this Pawn the second Move (unless one is sure of playing with a bungling Gamester) is demonstratively ill played, because the Move is certainly lost by the Adversary's pushing the Queen's Pawn two Steps; consequently the Attack goeth on the other side, and very probably the Game; for, when once the Move is lost, it is very difficult to regain it with good Players. 'Tis true, if you were to neglect pushing your Queen's Pawn, (as I said before) he would lock up all your Game with his Pawns.

5

4. *B.*

4.

B. The Queen's Pawn one Move (*b*).**W.** The King's Bishop's Pawn two Steps.

5.

B. The King's Bishop's Pawn two Steps (*c*).**W.** The King's Pawn one Move (*d*).

6.

B. The Queen's Pawn one Move (*e*).**W.** The Queen at her King's Bishop's 2d Square.

(*b*) If instead of playing this Pawn, he had played his King's Knight at his King's second Square, you must have in this case pushed your King's Pawn forwards, and sustained it afterwards with your King's Bishop's Pawn.

(*c*) If he had played his Queen's Bishop at his King's third Square instead of playing this Pawn, you must then have played your King's Bishop at his Queen's third Square, and the Situation of the Game would have been in this case exactly as it is at the sixth Move of the second Party, (*vide* p. 15.) But if he had attacked your Queen with his Queen's Bishop's Pawn, he would have lost the Game, because the Pawn that formed the Van-guard on his Queen's Side is left behind, (*vide* Refl. (1) the eighteenth Move of the third Party). A Back-game will better clear this Situation, and the Progress of it.

(*d*) It must be a general Rule to avoid changing your King's Pawn for your Adversary's King's Bishop's Pawn, except you are forced to it, as it may sometimes happen by Accidents one meets with in the Defence, but rarely in the Attack. You are to observe likewise the same Rule with regard to your Queen's Pawn against his Queen's Bishop's Pawn, because (as I have already mentioned) the King and Queen's Pawns are better than any other two Pawns. They occupying the Centre, hinder best your Adversary's Pieces from hurting you.

(*e*) If instead of pushing this Pawn, he had taken your King's Pawn, you must in that case have taken his Queen, and afterwards his Pawn; thus hindering him from castling, you preserve the Attack upon him, and by consequence the Advantage. But, had he played his Queen at her Bishop's second Square, it would have produced a different Game, the Progress of which will be shewn by the second Back-game from the sixth Move.

7. B.

7.

B. The Queen's Bishop at his King's 3d Square.
W. The King's Knight at his Bishop's third Square.

8.

B. The Queen's Knight at his Queen's 2d Square.
W. The King's Knight at his Queen's 4th Square.

9.

B. The King's Bishop at his Queen's Bishop's fourth Square.
W. The Queen's Bishop's Pawn one Move.

10.

B. The Queen at her Knight's third Square.
W. The Queen's Bishop at his King's third Square.

11.

B. The King's Bishop takes the Knight.
W. The Pawn retakes the Bishop (*f*).

12.

B. The King's Knight at his King's 2d Square.
W. The King's Bishop at his Queen's 3d Square.

13.

B. The King castles with his Rook.
W. The King's Rook's Pawn one Move.

14.

B. The Queen at her Bishop's 2d Square (*g*).
W. The King's Knight's Pawn two Steps.

(*f*) When two Bodies of Pawns find themselves separated from the Centre, you must always strive to strengthen and encrease the strongest Side; but if you have two Pawns in the Centre, your Aim must be, to unite as many to it as possible; having already observed that the Centre-Pawns are by much the best and the strongest. This Advice serves for a general Rule.

(*g*) His Queen being now of no use in that place, he removes her to make room for his Pawns, with a design to push them upon you.

15. *B.*

15.

B. The King's Knight's Pawn one Step.*W.* The same (*b*).

16.

B. The Queen's Knight's Pawn one Step.*W.* The Queen's Knight at his Bishop's third Square.

17.

B. The Queen's Bishop's Pawn one Move.*W.* The King castles on his Queen's Side (*i*).

18.

B. The Pawn takes the Pawn.*W.* The Bishop retakes the Pawn.

19.

B. The Queen's Knight at his Queen's Bishop's fourth Square.*B.* The King's Rook's Pawn one Move (*k*).

20.

B. The Knight takes the King's Bishop.*W.* The Rook takes the Knight.

(*b*) The pushing of this Pawn obstructs his Game the more: your King's Rook's Pawn who is to follow it will be always in a Condition to make an Opening upon his King as soon as your Pieces are all ready to form your Attack; 'tis what he can no longer avoid.

(*i*) You castle with your Queen's Rook, to have a more free Attack on your right Wing; but if instead of castling you had taken the Pawn offer'd to you, you would have play'd very ill, because his Queen's Pawn would have united that of his Queen's Bishop's in a front-line, and would have proved very incommodious to all your Pieces; besides, it is rarely good to take Pawns when offered, because they are seldom offered without a View of some considerable Advantage.

(*k*) Had you taken his Knight with your Queen's Bishop, you had fallen into that very Error which you strove to avoid by not taking the Pawn offer'd to you before.

21. *B.*

21.

B. The Queen's Bishop at his King's Bishop's second Square (*l*).

W. The King's Rook's Pawn one Move.

22.

B. The Queen's Knight's Pawn one Move (*m*).

W. The Queen's Rook at its King's Rook's third Square.

23.

B. The Queen's Knight's Pawn one Move.

W. The King's Pawn one Move.

24.

B. The Bishop at his King's Square (*n*).

W. The King's Rook's Pawn takes the Pawn.

25.

B. The Bishop retakes the Pawn.

W. The Rook takes the black King's Rook's Pawn.

26.

B. The Bishop takes the Rook.

W. The King's Rook takes the Bishop.

27.

B. The King takes the Rook.

W. The Queen gives check at her King's Rook's fourth Square.

28.

B. The King at his Knight's place, having no other.

W. The Queen gives Check-mate (*o*).

(*l*) He playeth this Bishop, to replace his King's Knight's Pawn in case it be taken.

(*m*) He playeth this Pawn to attack the Knight that covers your King, knowing not to do better, for, had he taken your Pawn, he would have lost the Game equally.

(*n*) If he takes the Pawn in lieu of retiring his Bishop, he loses the Game also.

(*o*) You are to observe, that if you can succeed to make an Opening upon your Adversary's King with two or three Pawns, the Game is absolutely won.

FIRST



FIRST BACK-GAME,

Of the Fourth Party,

Beginning from the fifth Move.

Black. ^{5.} **T**HE Queen's Bishop's Pawn one Move.

White. The King's Bishop gives check.

^{6.}
B. The Bishop covers the Check.

W. The Bishop takes the Bishop.

^{7.}
B. The Queen takes the Bishop.

W. The Queen at her third Square.

^{8.}
B. The Queen's Knight at his Bishop's third Square.

W. The Queen's Bishop's Pawn two Steps.

^{9.}
B. The Queen's Knight at the white Queen's Knight's fourth Square.

W. The Queen at her King's second Square.

^{10.}
B. The King's Bishop at his King's 2d Square.

W. The Queen's Knight at his Bishop's third Square.

11. *B.*

11.

B. The King's Bishop at his third Square.

W. The Queen's Knight at the black Queen's fourth Square.

12.

B. The Queen's Knight takes the Knight (*a*).

W. The King's Pawn retakes the Knight (*b*).

13.

B. The Knight at his King's second Square.

W. The King's Knight at his Bishop's 3d Square.

14.

B. The King castles with his own Rook.

W. The Queen at her third Square.

15.

B. The King's Rook at its King's Square.

W. The King at his Bishop's second Square (*c*).

16.

B. The Knight at his King's Bishop's fourth Square.

W. The King's Rook's Pawn two Steps.

17.

B. The Knight at the white Queen's 4th Square.

(*a*) By this Change he avoids his Queen's Pawn being attack'd by your Rooks; nevertheless, your King's Pawn will win the Game in spite of all he can do.

(*b*) Had you taken with your Queen's Bishop's Pawn instead of your King's Pawn, he would have had it in his power to separate your Pawns by pushing his King's Bishop's Pawn upon your King's Pawn.

(*c*) 'Tis often better to play the King than to castle; it enables you best to attack with your Pawns on that Side. You are to observe in this present Case, that if you had castled on your Queen's Side, your Adversary's Bishop would have been very incommodious to you, having his line quite open. Take notice when you play your King, to put him always upon a Line where your Adversary has a Pawn upon it, because you are better covered from the Rooks Ambushes.

W. The

W. The Queen's Bishop at his King's 3d Square;

18.

B. The Knight takes the Knight.

W. The King retakes the Knight.

19.

B. The Bishop takes the Queen's Knight's Pawn.

W. The Queen's Rook attacks the Bishop.

20.

B. The Bishop retires at his third Square.

W. The King's Knight's Pawn two Steps.

21.

B. The King's Knight's Pawn one Step.

W. The same.

22.

B. The Bishop at his King's Knight's second Square.

W. The King's Rook's Pawn one Move.

23.

B. The King's Rook at its King's second Square.

W. The King's Rook at its fourth Square.

24.

B. The Queen's Rook at its King's Square.

W. The Bishop at his Queen's second Square.

25.

B. The King's Rook at the white King's fourth Square.

W. The Rook's Pawn takes the Pawn.

26.

B. The Rook's Pawn retakes the Pawn.

W. The Queen's Rook at her King's Rook's Square.

27.

B. The Queen's Knight's Pawn two Steps.

W. The Bishop at his Queen's Bishop's 3d Square.

28. *B.*

28.

B. The Rook gives check.

W. The King at his Bishop's second Square.

29.

B. The Rook takes the Queen.

W. The Rook gives Check-mate at the black King's Rook's Square.



SECOND BACK - GAME,

Of the Fourth Party,

Beginning at the Sixth Move.

6.

Black. **T**HE Queen at her Bishop's second Square.

White. The King's Bishop at his Queen's Bishop's fourth Square.

7.

B. The Queen's Pawn takes the Pawn.

W. The Pawn retakes the Pawn.

8.

B. The Queen's Bishop's Pawn one Move.

W. The Queen at the black Queen's 4th Square.

9.

B. The Queen's Knight at his Bishop's third Square.

W. The King's Knight at his Bishop's 3d Square.

E

10. *B.*

10.

B. The Queen's Knight at the white Queen's Knight's fourth Square.

W. The Queen at her own Square.

11.

B. The Queen's Rook's Pawn one Move.

W. The Queen's Rook's Pawn two Moves.

12.

B. The King's Knight at his King's 2d Square.

W. The King castles.

13.

B. The King's Knight's Pawn one Step.

W. The Queen's Bishop at the black King's Knight's fourth Square.

14.

B. The King's Bishop at his Knight's second Square.

W. The Queen's Bishop at the black King's Bishop's third Square.

15.

B. The King's Knight at his own Square.

W. The Queen's Bishop takes the Bishop.

16.

B. The Queen retakes the Bishop.

W. The King's Knight at the black King's Knight's fourth Square.

17.

B. The King's Knight at his Rook's 3d Square.

W. The Queen's Knight at his Bishop's third Square.

18.

B. The Queen's Knight at his Bishop's third Square.

W. The Queen at the black Queen's 4th Square.

19. *B.*

19.

B. The Queen's Knight at his King's 2d Square.*W.* The Queen at the black Queen's 3d Square.

20.

B. The Queen's Bishop at his Queen's 2d Square.*W.* The King's Pawn one Move.

21.

B. The Queen's Bishop at his third Square.*W.* The Queen's Rook at its Queen's Square.

22.

B. The King's Knight at the white King's Knight's fourth Square.*W.* The Queen gives check at the black Queen's second Square.

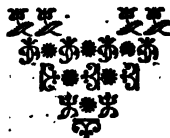
23.

B. The Bishop takes the Queen.*W.* The Pawn takes the Bishop, and gives check.

24.

B. The King at his Queen's Square.*W.* The Knight gives Check-mate at the black King's third Square.

Tho' this Back-Game may be played several different ways, the black will always lose the Game, if you take care to suffer no Obstruction to your King's Bishop.





FIRST GAMBIT,

WITH

SIX BACK-GAMES.

1.

White. **T**HE King's Pawn two Moves.

Black. The same.

2.

W. The King's Bishop's Pawn two Steps.

B. The King's Pawn takes it.

3.

W. The King's Knight at his Bishop's 3d Square.

B. The King's Knight's Pawn two Moves.

4.

W. The King's Bishop at his Queen's Bishop's fourth Square (*a*).

(*a*) If you had pushed your King's Rook's Pawn two Steps, before you had played this Bishop, your Adversary would have abandon'd the Gambit's Pawn, and by so doing would have gained the Attack upon you with a better Situation of Game. This will be demonstrated by my first Back-game, beginning at the fourth Move.

B. The

B. The King's Bishop at his Knight's second Square (*b*).

5.

W. The King's Rook's Pawn two Steps (*c*).

B. The King's Rook's Pawn one Step (*d*).

6.

W. The Queen's Pawn two Steps.

B. The Queen's Pawn one Step (*e*).

7.

W. The Queen's Bishop's Pawn one Step.

B. The same (*f*).

8.

W. The Queen at her Knight's third Square.

B. The Queen at her King's second Square.

9.

W. The King castles.

(*b*) If instead of playing this Bishop he had pushed his King's Knight's Pawn upon yours; a second Back-game will shew you how to have continued your Attack in such a Case.

(*c*) You play this Pawn at present, in order to make him advance his King's Rook's Pawn; by which Move his King's Knight becomes a prisoner.

(*d*) If he had pushed his King's Knight's Pawn upon your Knight, instead of moving this Pawn, it would have produced a different Game, which will be shewn by a third Back-game on this Gambit.

(*e*) If instead of playing this Pawn he had played his Queen's Bishop's Pawn, you must in this Case have pushed your King's Pawn, in order to take his Queen's Pawn by the way, in case he had pushed it two Steps upon your King's Bishop. This must be the Subject of a fourth Back-game. —*N. B.* You are to observe, that in the Attack of Gambits in general, the King's Bishop is the best Piece, and the King's Pawn the best Pawn.

(*f*) If instead of moving this Pawn he had played his Queen's Bishop, either at his King's third Square, or at your King's Knight's fourth Square, he had lost the Game in a few Moves. This will be shewn by Back-games, in which I will make his Knight play both ways.

E 3

B. The

B. The Queen's Knight's Pawn two Steps (*g*).--

10.

W. The King's Bishop at his Queen's 3d Square.

B. The Queen's Rook's Pawn one Step.

11.

W. The Queen's Rook's Pawn two Steps.

B. The Queen's Bishop at his Queen's Knight's second Square.

12.

W. The Queen's Knight at his Rook's third Square.

B. The Queen's Knight at his Queen's second Square.

13.

W. The Queen's Bishop at his Queen's second Square.

B. The Queen at her King's Bishop's 3d Square.

14.

W. The Queen's Rook's Pawn takes the Pawn.

B. The Queen's Rook's Pawn retakes it.

15.

W. The Queen's Knight takes the Pawn.

B. The Pawn retakes the Knight.

16.

W. The Queen takes the Pawn.

B. The Rook at its Knight's Square.

17.

W. The King's Rook's Pawn takes the Pawn.

B. The Pawn retakes.

(*g*) If he had not pushed this Pawn upon your Bishop, I will shew by a sixth and last Back-game that you would have won the Game easily. But now, he breaking your Attack on the King's Side by this Move, you must remove it to the Queen's Side as follows, and you will infallibly win the Game likewise.

18. *W.*

18.

W. The Queen takes the King's Knight's Pawn.*B.* The Queen takes the Queen.

19.

W. The Knight retakes the Queen.*B.* The King's Knight at his Rook's 3d Square.

20.

W. The Queen's Bishop takes the Pawn.*B.* The King's Bishop at his Square.

21.

W. The Queen's Knight's Pawn two Moves;
and it is plain enough must win the Game,
not only by the Strength of the Pawns, but
by the extreme bad Situation of the Black,
having not one good or saving Move.



FIRST BACK-GAME,

Of the First Gambit.

Beginning at the Fourth Move.

4.

White. **T**HE King's Rook's Pawn two Steps.*Black.* **T**he King's Knight's Pawn one Step.

5.

W. The King's Knight at the black King's fourth Square.

E 4

B. The

B. The King's Rook's Pawn two Moves.

6.

W. The King's Bishop at his Queen's Bishop's fourth Square.

B. The King's Rook at its second Square.

7.

W. The Queen's Pawn two Moves.

B. The Queen's Pawn one Move.

8.

W. The King's Knight at his Queen's third Square.

B. The Queen at her King's second Square.

9.

W. The Queen's Knight at his Bishop's third Square.

B. The King's Knight at his Bishop's third Square.

10.

W. The Queen at her King's second Square.

B. The King's Pawn one Step, attacking the white Queen.

11.

W. The King's Knight's Pawn takes the Pawn.

B. The King's Knight's Pawn retakes the Pawn.

12.

W. The Queen takes the Pawn.

B. The Queen's Bishop at the white King's Knight's fourth Square.

13.

W. The Queen at her King's third Square.

B. The King's Bishop at his Rook's third Square.

14.

W. The King's Knight at his King's Bishop's fourth Square.

B. The Queen's Bishop's Pawn one Move.

15. **W.**

15.

W. The Queen's Bishop at his Queen's second Square (*a*).

B. The King's Bishop takes the Knight.

16.

W. The Queen takes the Bishop.

B. The Queen's Pawn one Move.

17.

W. The King's Bishop at his Queen's third Square.

B. The King's Knight takes the King's Pawn.

18.

W. The Bishop, or the Knight takes the Knight.

B. The King's Bishop's Pawn two Steps (*b*).

(*a*) If you had pushed your King's Pawn instead of playing this Bishop, the Pawn would have been lost the same, by his attacking of it with his Queen's Knight.

(*b*) The same Pawn takes afterwards his Knight, and must infallibly win the Game. Those who have made a little Advantage by the Lessons given in the first four Parties, have no occasion for any instruction to finish this, and to win it. This last Pawn, now become Royal, sustained as it is, and at the Head of his Camarades, is worth one of the best Pieces. So it is needless to go further with this first Back-game.



SECOND BACK-GAME,

From the fourth Move.

4.

White. **T**HE King's Bishop at his Queen's Bishop's fourth Square.

Black. The King's Knight's Pawn one Move.

5. *W.*

5.
W. The King's Knight at the black King's fourth Square.

B. The Queen gives check.

6.
W. The King at his Bishop's Square.

B. The King's Knight at his Rook's 3d Square.

7.
W. The Queen's Pawn two Steps.

B. The Queen's Pawn one Step.

8.
W. The King's Knight at his Queen's third Square.

B. The King's Pawn one Move.

9.
W. The King's Knight's Pawn one Step.

B. The Queen gives check.

10.
W. The King at his Bishop's second Square.

B. The Queen gives check.

11.
W. The King at his third Square.

B. The King's Knight at his Place (*a*).

12.
W. The King's Knight at his King's Bishop's fourth Square.

B. The King's Bishop at his Rook's 3d Square.

13.
W. The King's Bishop at his Home attacking the black Queen.

B. The Queen takes the Rook, not knowing to do better.

(*a*) He playeth this Knight to make room for his King's Bishop, in order to attack your King with it, being his best Move in the present Situation.

14. *W.*

14.

W. The King's Bishop gives check, and takes the Queen afterwards (*b*).

(*b*) I have no need to go further in this Game, since it is evident that the White must win.



THIRD BACK-GAME,

Beginning from the fifth Move.

5.

White. **T**HE King's Rook's Pawn two Steps:

Black. **T**he King's Knight's Pawn one Step.

6.

W. The King's Knight at the black King's Knight's fourth Square.

B. The King's Knight at his Rook's third Square.

7.

W. The Queen's Pawn two Steps:

B. The King's Bishop's Pawn one Step.

8.

W. The Queen's Bishop takes the Pawn.

B. The Queen's Pawn one Move.

9.

W. The Queen's Bishop's Pawn one Move.

B. The Pawn takes the Knight (*a*).

(*a*) If he had taken your Knight before he had made room for his Queen, by pushing her Pawn, you must have then taken his with your Bishop.

10. *W.*

10.

W. The Pawn takes the Pawn.*B.* The King's Knight at home.

11.

W. The Queen at her Knight's third Square.*B.* The Queen at her King's second Square.

12.

W. The Queen's Knight at his Queen's second Square.*B.* The Queen at her King's Bishop's Square.

13.

W. The King castles with his Rook.*B.* Loses the Game (*b*).

(*b*) If he playeth his Queen to avoid the discovering your Rook upon her, he loses his Knight, besides a bad Game: and if he playeth his Knight he loses his Queen. It is visible he loses the Game every way.



FOURTH BACK-GAME,

Of the First Gambit,

Beginning at the sixth Move.

6.

White. **T**HE Queen's Pawn two Moves.*Black.* The Queen's Bishop's Pawn one Move (*a*).

7.

W. The King's Pawn one Move.

(*a*) He playeth this Pawn with a Design to attack afterwards your King's Bishop with his Queen's Pawn, which you do prevent by pushing your King's Pawn.

8

B. The

B. The Queen's Knight's Pawn two Steps.

8.

W. The Bishop at his Queen's Knight's 3d Square.

B. The Queen's Rook's Pawn two Steps.

9.

W. The Queen's Rook's Pawn two Steps.

B. The Queen's Knight's Pawn one Step.

10.

W. The Queen's Knight at his Queen's second Square (*b*).

B. The Queen's Bishop at his Rook's 3d Square.

11.

W. The Queen's Knight at his King's 4th Square.

B. The Queen at her Knight's third Square, or any where else, loses the Game.

12.

W. The Knight gives check at the black Queen's third Square.

(*b*) This Knight, which appeared insignificant in his Situation, is now the very Piece that will win the Game, without Possibility to the Adversary of hindering it: Therefore one ought to take care to dispose the Pawns in such a manner as to hinder the Knight's entering into one's Game.



FIFTH BACK-GAME,

From the seventh Move.

7.

White. **T**HE Queen's Bishop's Pawn one Move.

Black. **T**HE Queen's Bishop at the white King's Knight's fourth Square.

8. *W.*

8.

W. The Queen at her Knight's third Square.

B. The Queen's Bishop at his King's Rook's fourth Square (*a*).

9.

W. The King's Rook's Pawn takes the Pawn.

B. The Rook's Pawn retakes the Pawn.

10.

W. The King's Rook takes the Bishop.

B. The Rook takes the Rook.

11.

W. The King's Bishop takes the Pawn, and giving check to the King and Rook wins a Piece, and by consequence the Game.

(*a*) If he had sustained his King's Bishop's Pawn with his Queen, you had then taken his Queen's Knight's Pawn, and afterwards his Rook.



The SIXTH and LAST BACK- GAME,

Of the First Gambit.

From the ninth Move.

9.

White. **T**HE King castles.

Black. The Queen's Knight at his Queen's second Square.

10.

W. The King's Rook's Pawn takes the Pawn.

B. The

B. The Pawn retakes it.

11.

W. The King's Knight takes the Pawn.

B. The Queen takes the Knight.

12.

W. The King's Bishop takes the Pawn, and gives check.

B. The King at his Bishop's Square.

13.

W. The Queen's Bishop takes the Pawn.

B. The Queen at the white King's Rook's fourth Square.

14.

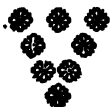
W. The Queen's Bishop takes the Pawn, and gives check.

B. The King's Knight covers the Check.

15.

W. The King's Bishop at the black King's Knight's third Square, and gives check by Discovery.

B. Any thing, losing the Game.



SECOND



SECOND GAMBIT,

WITH

FOUR BACK-GAMES,

Two from the fourth, one from the ninth,
and one from the eleventh Move.

1.
White. **T**HE King's Pawn two Steps;
Black. The same.

2.
W. The King's Bishop's Pawn two Steps.
B. The Pawn takes the Pawn.

3.
W. The King's Bishop at his Queen's Bishop's
fourth Square.
B. The Queen gives check.

4.
W. The King at his Bishop's Square.
B. The King's Knight's Pawn two Steps (*a*).

(*a*) The Black having, besides this, two other different ways of playing, I shall therefore make two Back-games upon this fourth Move. The first will be upon his playing his King's Bishop at his Queen's Bishop's fourth Square; and the other, on his pushing his Queen's Pawn one Move.

5. *W.*

5.

W. The King's Knight at his Bishop's third Square.

B. The Queen at her King's Rook's fourth Square (*b*).

6.

W. The Queen's Pawn two Steps.

B. The Queen's Pawn one Step.

7.

W. The Queen's Bishop's Pawn one Step (*c*).

B. The Queen's Bishop at the white King's Knight's fourth Square.

8.

W. The King at his Bishop's second Square.

B. The King's Knight at his King's Bishop's third Square (*d*).

9.

W. The Queen at her King's second Square.

(*b*) He may play his Queen in three different Places, but all very bad, except this: Because, if he retires her at the Rook's third Square, you are only to attack his King's Bishop's Pawn with your Knight, by playing it at your Adversary's King's fourth Square, and you will gain a Rook by it: But if he playeth his Queen at your King's Knight's fourth Square, you are to give him check, by taking his King's Bishop's Pawn with your Bishop; and in case he takes your Bishop, you'll check his King and Queen with your Knight, and consequently win the Game.

(*c*) It is of consequence in the Gambits to play this Pawn in order to make room for your Queen, which will greatly perplex his Game, by putting her at her Knight's third Square, particularly if he should happen to come out with his Queen's Bishop without attacking one of your Pieces. *Vide* the fifth and sixth Back-games of the first Gambit.

(*d*) If he had taken your King's Knight, instead of playing this, the Party would have altered. A third Back-game will shew the Difference, and how to proceed.

F

B. The

B. The Queen's Knight at his Queen's second Square.

10.

W. The King's Rook's Pawn two Steps.

B. The Bishop takes the Knight.

11.

W. The Queen takes the Bishop.

B. The Queen takes the Queen (*e*).

12.

W. The King takes the Queen (*f*).

B. The King's Knight's Pawn gives check.

13.

B. The King takes the black King's Pawn.

W. The King's Bishop gives check at the Rook's third Square.

14.

W. The King at the black King's Bishop's fourth Square.

B. The King's Bishop takes the white Queen's Bishop.

15.

W. The Rook takes the black Bishop.

B. The King's Rook's Pawn two Moves.

(*e*) If he had check'd your King with his Knight, instead of taking your Queen, he must have lost the Game, which will be shewn by a fourth Back-game.

(*f*) I have given it as a general Rule, to unite your King's and King's Bishop's Pawn together: but as there is no Rule without some Exception, you will find one here, grounded upon two good Reasons. The first, if you retake with your King, you gain a Pawn sure, your Adversary being no more able to hinder it. And secondly, You are to remember, that the King has but little to fear when Queens are out of the way. Therefore you must get your King into Action, in order that he may be as useful to you as any of your best Pieces. This will be seen by the Sequel of this Party.

16.

W. The Knight at his Queen's second Square.

B. The King at his second Square.

17.

W. The King's Rook at its King's Bishop's Square.

B. The Queen's Bishop's Pawn one Move.

18.

W. The Queen's Rook at its King's Square.

B. The Queen's Knight's Pawn two Steps.

19.

W. The Bishop at his Queen's Knight's third Square.

B. The Queen's Rook's Pawn two Steps.

20.

W. The King's Pawn one Step.

B. The Pawn takes the Pawn.

21.

W. The Queen's Pawn retakes the Pawn.

B. The King's Knight at his Queen's fourth Square.

22.

W. The Knight at his King's fourth Square (*g*).

B. The Queen's Knight at his third Square.

23.

W. The Knight at the black King's Bishop's third Square.

B. The Queen's Rook at its Queen's Square (*b*).

(*g*) If you had taken his Knight with your Bishop, it would have been ill played, because he would have retaken it with his Pawn, and this Pawn would have stopped the Progress of your Knight. It was therefore necessary to advance your Knight first, in order to have no useless Pieces in your Game.

(*b*) If he had taken your Knight, you must have retaken it with your Pawn, and afterwards played your Queen's Rook at your King's second Square, and attack'd his King's Bishop's Pawn.

24.

W. The King's Pawn one Move.*B.* The Queen's Rook at its Queen's third Square (*i*).

25.

W. The Pawn takes the Pawn, and gives check with the Rook.*B.* The King takes the Pawn.

26.

W. The King at the black King's Knight's fourth Square.*B.* The King at his Knight's second Square, to avoid a Check by Discovery.

27.

W. The Knight takes the King's Rook's Pawn, and gives check.*B.* The King at his Rook's second Square.

28.

W. The King's Rook gives check.*B.* The King at its Knight's Square.

29.

W. The King's Rook at the black Queen's Knight's second Square.*B.* The Queen's Rook at its Queen's Square (*k*).

30.

W. The Rook takes the black Queen's Knight, and wins the Game in course.

(*i*) If he had taken your Pawn instead of playing his Rook, he had lost the Game in a few Moves, for having lost his Queen's Bishop's Pawn.

(*k*) If he playeth his King instead of his Rook, you give check at his Queen's Knight's Square, and take the King's Rook; which is enough to win the Party. You are to observe here, that the Gain of your Party consists in having had your King fit for Action, and to serve you all the latter Part of the Game better than any other Piece upon the Board.

FIRST



FIRST BACK-GAME,

Beginning at the fourth Move.

4.
White. **T**H E King at his Bishop's Square.
Black. The King's Bishop at his Queen's Bishop's fourth Square.

5.
W. The Queen's Pawn two Steps.
B. The King's Bishop at his Queen's Knight's third Square.

6.
W. The King's Knight at his Bishop's third Square.
B. The Queen at the white King's Knight's fourth Square,

7.
W. The King's Bishop takes the black King's Bishop's Pawn, and gives check.
B. The King at his Bishop's Square. If he retakes, he loses his Queen.

8.
W. The King's Rook's Pawn one Move.
B. The Queen at the white King's Knight's 3d Square.

9.
W. The Queen's Knight at his Bishop's third Square.
B. The King takes the Bishop (*a*).

(*a*) If the Black does not take the Bishop, it will come to the same, his Queen having no way left to save herself.

F 3

10. *W.*

10.

W. The Queen's Knight at his King's second Square.

B. The Queen at her King's Knight's 3d Square, having no other Place.

11.

W. The King's Knight gives check to King and Queen, and wins the Game in course.



SECOND BACK-GAME,

Beginning likewise at the fourth Move.

4.

White. **T**HE King at his Bishop's Place.

Black. The Queen's Pawn one Move.

5.

W. The King's Knight at his Bishop's third Square.

B. The Queen's Bishop at the white King's Knight's fourth Square.

6.

W. The Queen's Pawn two Steps.

B. The King's Knight's Pawn two Steps.

7.

W. The Queen's Knight at his Bishop's third Square.

B. The Queen at her King's Rook's fourth Square (*a*).

(*a*) If he takes your King's Knight, instead of retiring his Queen, you are to retake him with your Queen, and pushing afterwards your King's Knight's Pawn one Step, the Situation of your Game will become very good.

8. *W.*

8.

W. The King's Rook's Pawn two Steps.*B.* The King's Rook's Pawn one Step. (*b*).

9.

W. The King at his Bishop's second Square.*B.* The Queen's Bishop takes the white King's Knight (*c*).

10.

W. The Pawn retakes the Bishop.*B.* The Queen at her King's Knight's third Square.

11.

W. The Rook's Pawn takes the Pawn.*B.* The Queen retakes the Pawn.

12.

W. The Knight at his King's second Square.*B.* The Queen's Knight at his Queen's second Square.

13.

W. The Knight takes the Pawn.*B.* The Queen at her Home.

14.

W. The Queen's Bishop's Pawn one Step.*B.* The Queen's Knight at his third Square.

(*b*) If he had play'd his King's Bishop's Pawn instead of that of his Rook, you must have taken his Knight with your King's Bishop; and afterwards playing your Queen's Knight at your Adversary's Queen's fourth Square, you would have had again a very advantageous Situation.

(*c*) If he had retired his Queen, or play'd any other Piece, you must have always taken his King's Knight's Pawn with your Rook's Pawn; being necessary to observe in the Attack of the Gambits, that if once you are able to break the Adversary's Pawns on the Side of his King, the Advantage becomes considerable for you.

15.

W. The King's Bishop at his Queen's third Square.

B. The Queen at her second Square,

16.

W. The Queen's Bishop at his King's 3d Square.

B. The King castles.

17.

W. The Queen's Rook's Pawn two Steps.

B. The King at his Queen's Knight's Square.

18.

W. The Queen's Rook's Pawn one Move.

B. The Queen's Knight at his Bishop's Square.

19.

W. The Queen's Knight's Pawn two Steps.

B. The Queen's Bishop's Pawn one Move.

20.

W. The Queen's Knight's Pawn one Move.

B. The Pawn takes the Pawn.

21.

W. The Queen's Rook's Pawn one Move, to hinder him from sustaining his Queen's Bishop's Pawn.

B. The Queen's Knight's Pawn one Move.

22.

W. The Queen at her Knight's third Square.

B. The King's Knight at his Bishop's 3d Square.

23.

W. The King's Bishop takes the Pawn.

B. The Queen at her Bishop's second Square.

24.

W. The Queen's Pawn one Step.

B. The King's Bishop at his Knight's second Square.

25. *W.*

25.

W. The King's Bishop at the black Queen's Bishop's third Square.

B. The King's Knight at his Queen's second Square.

26.

W. The Knight at his Queen's third Square.

B. The King's Knight at his King's 4th Square.

27.

W. The Knight takes the Knight.

B. The Bishop retakes the Knight.

28.

W. The King's Bishop's Pawn one Move.

B. The Bishop at his King's Knight's second Square.

29.

W. The Queen's Bishop at his Queen's fourth Square.

B. The Bishop takes the Bishop.

30.

W. The Pawn takes the Bishop.

B. The Queen at her King's second Square.

31.

W. The King at his Bishop's third Square.

B. The Queen's Rook at its King's Knight's Square.

32.

W. The Queen's Rook at its Bishop's Square.

B. The Queen's Rook at its King's Knight's third Square.

33.

W. The Bishop at the black Queen's Knight's second Square.

B. The King's Rook at its Knight's Square.

34. *W.*

34.

W. The Rook takes the Knight.*B.* The Rook takes the Rook.

35.

W. The Bishop takes the Rook.*B.* The King takes the Bishop.

36.

W. The Rook gives check.*B.* The King at his Queen's Knight's Square.

37.

W. The Queen at her Bishop's fourth Square.*B.* The Queen at her second Square.

38.

W. The King's Bishop's Pawn one Step, to hinder the Queen's Check.*B.* The Rook at its King's Knight's Square.

39.

W. The Queen at the black Queen's Bishop's third Square.*B.* The Queen takes the Queen (*d*).

40.

W. The Pawn takes the Queen.*B.* The King at his Queen's Bishop's 2d Square.

41.

W. The Queen's Pawn one Move.*B.* The King's Rook's Pawn one Move.

42.

W. The Rook at its King's Rook's Square.*B.* The same.

43.

W. The Rook at its King's Knight's Square.*B.* The Rook at its second Square.

(*d*) If his Queen retires instead of taking yours, you give him Check-mate, or take his Queen by pushing only your King's Pawn.

44. *W*

44.

W. The Rook at the black King's Knight's Square.

B. The Queen's Knight's Pawn one Move (*e*).

45.

W. The Rook at the black Queen's Rook's Square.

B. The King at Queen's Knight's third Square.

46.

W. The Rook gives check.

B. The King at his Queen's Bishop's second Square.

47.

W. The Rook gives check.

B. The King at his Queen's Square.

48.

W. The King's Pawn one Move.

B. The Pawn takes the Pawn.

49.

W. The Queen's Pawn one Move.

B. The King at his Queen's Bishop's Square, to avoid the Rook's giving Check-Mate.

50.

W. The Queen's Pawn gives check.

B. The King at his Queen's Square.

51.

W. The Rook gives check, and afterwards the Pawn makes a Queen, and wins the Game.

THIRD

(*e*) If instead of playing this Pawn he had pushed his King's Rook's Pawn in order to make a Queen, you'll see by Calculation that he is one Move short.

It will be observed in this second Back-game, which being very long and very difficult for the White to attain his Aim, that



THIRD BACK-GAME,

Beginning at the eighth Move of the
Second Gambit.

8.

White. **T**HE King at his Bishop's second Square.

Black. The King's Knight at his Bishop's third Square.

9.

W. The Queen at her King's second Square.

B. The Bishop takes the Knight.

10.

W. The Queen takes the Bishop.

B. The Queen retakes the Queen (*a*).

11.

W. The Pawn retakes the Queen.

B. The King's Bishop at his Knight's 2d Square.

12.

W. The King's Rook's Pawn two Steps.

B. The King's Rook's Pawn one Step.

that it would have been impossible to succeed without the Help of the King; because if the white King had castled on his Queen's Side, the King being so distant would have proved an Obstacle, instead of a Help. It is to be observed, when the King doth not castle, that his Bishop's second Square is commonly the best Place.

(*a*) If he had not taken your Queen, you must have pushed immediately your King's Rook's Pawn two Steps to separate his Pawns.

13. *W.*

13.

W. The King's Rook at his Knight's Square.

B. The King's Knight at his Rook's 2d Square.

14.

W. The Queen's Bishop takes the Gambit's Pawn.

B. The King's Bishop takes the Queen's Pawn,
giving check.

15.

W. The Pawn takes the Bishop.

B. The King's Knight's Pawn takes the Bishop.

16.

W. The King's Rook at the black King's Knight's
second Square.

B. The Queen's Knight at his Bishop's third
Square.

17.

W. The Queen's Knight at his Bishop's third
Square.

B. The Queen's Knight takes the Pawn.

18.

W. The Bishop takes the Pawn, and gives check.

B. The King at his Bishop's Square.

19.

W. The Queen's Rook at its King's Knight's
Square.

B. The Queen's Knight at his Bishop's third
Square.

20.

W. The Bishop at his Queen's Knight's third
Square.

B. The Queen's Rook at its Queen's Square (*b*).

(*b*) If he had play'd any thing else, you must have
taken his King's Knight with your Rook, and afterwards
have given him check with your Queen's Rook to take his
Rook.

21. *W.*

21.

W. The King's Rook gives check at the black King's Bishop's second Square.

B. The King at his Home.

22.

W. The Queen's Rook at the black King's Knight's second Square.

B. The King's Knight at his Bishop's Square.

23.

W. The Knight at the black Queen's fourth Square, and must very visibly win the Party.



FOURTH BACK-GAME,

Beginning at the eleventh Move.

11.

White. **T**HE Queen takes the Bishop.

Black. The King's Knight gives check at the white King's Knight's fourth Square.

12.

W. The King at his Knight's Square.

B. The King's Knight's Pawn takes the Pawn (a).

13.

W. The Queen's Bishop takes the Pawn.

B. The King's Knight at his Bishop's 3d Square.

(a) If instead of taking the Pawn he had play'd any thing else, you must have taken his King's Knight's Pawn with your Rook's Pawn.

14. *W.*

14.

W. The Knight at his Queen's Rook's 3d Square.*B.* The Queen takes the Queen.

15.

W. The Pawn takes the Queen.*B.* The King's Knight at his Rook's fourth Square.

16.

W. The King's Rook takes the Pawn.*B.* The King's Knight takes the Bishop.

17.

W. The Rook takes the Knight.*B.* The King's Bishop's Pawn one Move.

18.

W. The King at his Bishop's second Square.*B.* The King castles.

19.

W. The Bishop at the black King's third Square.*B.* The Bishop at his King's second Square.

20.

W. The Queen's Rook at its King's Rook's Square.*B.* The King at his Queen's Knight's Square.

21.

W. The Bishop takes the Knight.*B.* The Rook takes the Bishop.

22.

W. The Queen's Rook at the black King's Rook's third Square.*B.* The Queen's Knight's Pawn one Move.

23.

W. The King's Rook at the black King's Bishop's fourth Square.*B.* The Bishop at his Queen's Square.24. *W.*

24.

W. The King's Rook at the black King's Rook's fourth Square.

B. The King at his Queen's Knight's second Square.

25.

W. The King's Bishop's Pawn one Move.

B. The Queen's Bishop's Pawn one Move.

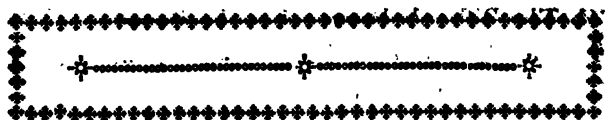
26.

W. The King's Bishop's Pawn one Move (*b*).

(*b*) In this present Situation your Adversary being unable to attack any of your Pieces, your Business is to bring your Knight to the black King's Knight's third Square, in order to take his Rook's Pawn, which will give you the Game.



THIRD



THIRD GAMBIT,

WITH

THREE BACK-GAMES.

One beginning from the second, one from the third, and the last from the eleventh Move.

1.
White. **T**HE King's Pawn two Steps.
Black. The same.

2.
W. The King's Bishop's Pawn two Steps.
B. The Queen's Pawn two Steps (*a*).

3.
W. The King's Pawn takes the Pawn.
B. The Queen takes the Pawn (*b*).

(*a*) If he had played this Pawn one instead of two Steps, it would have formed quite another Game, therefore it requires a Back-Game to shew it.

(*b*) If he had taken your King's Bishop's Pawn instead of taking your King's Pawn with his Queen, a second Back-Game will shew the Consequence.

G

4. *W.*

4.

W. The Bishop's Pawn takes the Pawn.*B.* The Queen retakes the Pawn, and gives check.

5.

W. The Bishop covers the check (*c*).*B.* The King's Bishop at his Queen's 3d Square.

6.

W. The King's Knight at his Bishop's 3d Square.*B.* The Queen at her King's second Square.

7.

W. The Queen's Pawn two Steps.*B.* The Queen's Bishop at his King's 3d Square.

8.

W. The King castles.*B.* The Queen's Knight at his Queen's second Square.

9.

W. The Queen's Bishop's Pawn two Steps.*B.* The Queen's Bishop's Pawn one Step.

10.

W. The Queen's Knight at his Bishop's third Square.*B.* The King's Knight at his Bishop's third Square.

11.

W. The King's Bishop at his Queen's 3d Square.

(*c*) In this Situation the Game appears entirely equal on both Sides. However, it is to be observed, that you have the Advantage, tho' but a small one; you have on your left Wing four Pawns, and that of your Queen at the head of them, whilst your Adversary's Pawns are divided three on each Side, and separated from the Center. Therefore you are better able to hinder his Pieces from placing themselves in the middle of the Chess-Board.

B. The

B. The King castles with his Rook (*d*).

12.

W. The Queen's Bishop at the black King's Knight's fourth Square (*e*).

B. The King's Rook's Pawn one Move.

13.

W. The Queen's Bishop at his King's Rook's fourth Square.

B. The Queen at her Home.

14.

W. The Queen's Knight at his King's fourth Square (*f*).

B. The King's Bishop at his King's second Square.

15.

W. The Queen at her King's second Square.

B. The Queen at her Bishop's 2d Square (*g*).

(*d*) It was equal to him to castle on his King's or Queen's Side. I have already given a general Rule, for attacking his King with your Pawns; nevertheless, for better Instruction, I shall make use of a third Back-Game, beginning from this eleventh Move.

(*e*) If he had not castled that way, this would have been very ill play'd; because you had lost a Move by his pushing only his Rook's Pawn upon your Bishop, or you had been forced then to change it for his Knight, which would no ways have done you any good, because his other Knight would have retaken the same Place. But you play it now on purpose to excite him to push his Pawns that cover his King, that you may easier form your Attack upon it.

(*f*) If he had not removed his Queen, in order to make room for his Bishop, your Knight would have been very troublesome to him.

(*g*) If instead of playing his Queen, he had taken your Knight, you must have then retaken with your Queen. This would have put him upon his Shifts to save the Mate with which he was threatened.

16.

W. The Queen's Knight takes the Knight.*B.* The Knight takes the Knight.

17.

W. The Bishop takes the Knight.*B.* The Bishop takes the Bishop.

18.

W. The Queen at her King's fourth Square.*B.* The King's Knight's Pawn one Move.

19.

W. The Knight at the black King's 4th Square.*B.* The Bishop takes the Knight (*b*).

20.

W. The Pawn takes the Bishop.*B.* The Queen's Rook at its Queen's Square (*i*).

21.

W. The King's Rook at the black King's Bishop's third Square.*B.* The Queen at her second Square (*k*).

22.

W. The Rook takes the black King's Knight's Pawn, and gives check.*B.* The Pawn takes the Rook.

23.

W. The Queen takes the Pawn and gives check.

(*b*) If, instead of taking, he had retired his Bishop, you must have then taken his King's Knight's Pawn with your Knight, and that would have given you the Game.

(*i*) If he had attack'd your Queen with his Bishop, instead of playing this Rook, you must have taken his Bishop with your King's Rook. This would have made an Opening upon his King, which would have proved very troublesome to him.

(*k*) If he had not play'd the Queen at that Place, you must have taken his Bishop with your Rook, and you would infallibly have won the Game.

6

B. The

B. The King at his Rook's Square (1).

^{24.}
W. The Queen takes the Rook's Pawn, and gives a perpetual Check.



FIRST BACK-GAME,

Beginning at the second Move.

^{2.}
White. **T**HE King's Bishop's Pawn two Steps.
Black. **T**he Queen's Pawn one Move.

^{3.}
W. The King's Knight at his Bishop's 3d Square.
B. The Queen's Bishop at the white King's Knight's fourth Square.

^{4.}
W. The King's Bishop at his Queen's Bishop's fourth Square.
B. The Queen's Knight at his Bishop's third Square (a).

G 3

5. *W.*

(1) If, instead of retiring his King, he had cover'd it with his Queen, you must have taken his Bishop giving him check, and you would have remain'd with a Bishop and two Pawns against his Rook, besides a good Attack, which was enough to win the Game. But as the Party stands at present, it is not worth while to finish it, because the Length of it (without Instruction) would become tiresome; besides, if it be conducted with my usual Regularity, it would make no Alteration. Therefore I make an end of it with a perpetual Check.

(a) In the Defence, one is often forced to play against the general Rules, in order to break the Adversary's Projects, but he that attacks is seldom in this Case. Therefore, the black playeth at present this Knight at his Bishop's third Square for

5.
W. The Queen's Bishop's Pawn one Step.
B. The Bishop takes the Knight (*b*).

6.
W. The Queen takes the Bishop.
B. The King's Knight at his Bishop's 3d Square.

7.
W. The Queen's Pawn one Move.
B. The Queen's Knight at his Rook's fourth Square.

8.
W. The King's Bishop gives check at the black Queen's Knight's fourth Square.
B. The Queen's Bishop's Pawn one Move.

9.
W. The King's Bishop at his Queen's Rook's fourth Square.
B. The Queen's Knight's Pawn two Steps.

10.
W. The King's Bishop at his Queen's Bishop's second Square (*c*).
B. The

for two Reasons; the first, to defend his King's Pawn, and the other to attack your King's Bishop's Pawn, which proves very incommodious to him upon that Line. If he had played any thing else, you must have taken his King's Pawn with your King's Bishop's Pawn, and then, giving him check with your King's Bishop, your Queen by this means would have taken his Queen's Bishop; but if he had taken your King's Bishop's Pawn instead of playing his Knight, you must have played your Queen's Pawn two Steps, and that would have made you a compleat Gambit, to follow as my former Instructions direct.

(*b*) If instead of taking your Knight, he had play'd any thing else without attacking some of your Pieces, you must then have play'd your Queen at her Knight's third Square. *Vide* the sixth Back-Game of the first Gambit, Move the eighth.

(*c*) Without a true Knowledge of the Game, one will naturally

B. The King's Bishop at his King's second Square.

11.

W. The Queen's Pawn one Step.

B. The King's Pawn takes the Queen's Pawn.

12.

W. The Queen's Bishop's Pawn retakes the Pawn.

B. The King castles.

13.

W. The Queen's Bishop at his King's 3d Square.

B. The Queen's Knight at the white Queen's Bishop's fourth Square.

14.

W. The Queen's Knight at his Queen's second Square (*d*).

B. The Queen's Knight takes the white Queen's Knight's Pawn.

naturally conclude that these three last Moves were entirely lost Moves; and really they do not only appear such, but likewise quite contrary to the many Rules already prescribed; Nevertheless, when you observe, that he, in order to chase your King's Bishop, lost as many Moves, and brought his Game in such Situation that he cannot castle his Queen's Side, unless he has a mind to lose the Game in a few Moves; and taking his King's Side for that Purpose, your King's Bishop is extremely well situated to attack your Adversary's King, you will easily confess these three Moves to have been well calculated; the more so, because your being now Master of the middle Part of the Chess-Board, you may place your Pawns as you please. If the Center is well sustain'd, the Battle is half won.

(*d*) Playing this Knight, you leave one of your Pawns exposed to his Knight, without an apparent Necessity for it. But you must observe, that the Knight's or Rook's Pawns, when separated from the Center, are of but little Consequence; therefore you find here your Account better in pursuing your Attack without minding those Pawns.

G 4

15. *W.*

15.

W. The King's Knight's Pawn two Steps (*e*).*B.* The Queen's Knight at the white Queen's Bishop's fourth Square.

16.

W. The Knight takes the Knight.*B.* The Pawn retakes the Knight.

17.

W. King's Knight's Pawn one Move.*B.* The Knight at his Queen's second Square.

18.

W. The King's Rook's Pawn two Steps.*B.* The Queen gives check.

19.

W. The King at his Queen's Square.*B.* The Queen at the white Queen's Rook's third Square.

20.

W. The Queen's Rook at its Bishop's Square.*B.* The Queen takes the Rook's Pawn.

21.

W. The Queen at the black King's Rook's 4th Square (*f*).

(*e*) This Pawn is play'd to dislodge afterwards his King's Knight, you might have done the same, pushing only your King's Pawn: but in this case, your Adversary would have play'd it at his Queen's fourth Square, a Place very convenient and advantageous to him, which would have proved a great Obstacle to your Attack. In this Circumstance you may see the Usefulness of your Front-pawns, because they will be able to force that Knight to retire in his Trenches, and remain out of Power to hurt you in the whole Course of the Game. Vide Reflexion (*d*) in the first Party, upon the Usefulness of Front-pawns.

(*f*) You play the Queen, to oblige him to push upon her his King's Knight's Pawn; this will enable you to attack your Adversary with your Rook's Pawn and make an Opening upon his King, which you will see presently.

B. The

B. The Queen's Rook at its Knight's Square.

22.

W. The King's Pawn one Move.

B. The King's Knight's Pawn one Move.

23.

W. The Queen at her King's second Square.

B. The Queen's Rook at the white Queen's Knight's second Square.

24.

W. The King's Rook's Pawn one Move.

B. The Queen's Bishop's Pawn, or any other Piece, the Game being lost.

25.

W. The King's Rook's Pawn takes the Pawn.

B. The King's Bishop's Pawn retakes it (*g*).

26.

W. The King's Rook takes the black King's Rook's Pawn.

B. The King takes the Rook (*b*).

27.

W. The Queen gives check at the black King's Rook's fourth Square.

B. The King where he can.

28.

W. The Queen taking the Pawn gives check, and Mate the following Move.

(*g*) In case he had retaken with his Rook's Pawn, you must have play'd your Queen at your King's Rook's second Square; which had won you the Game equally. You may make the Trial of it.

(*b*) If instead of taking your Rook he had play'd his own at his King's Bishop's second Square, you must have retired yours one Step, and sustain'd it afterwards with your Queen. The Mate would have appeared the same, and had only been prolong'd one Move or two more.

SECOND



SECOND BACK-GAME,

In the Third Gambit, beginning at
the third Move.

White. ^{3.} **T**HE King's Pawn takes the black
Queen's Pawn.

Black. The King's Pawn takes the Bishop's Pawn.

^{4.}
W. The King's Knight at his Bishop's 3d Square.

B. The Queen takes the Pawn.

^{5.}
W. The Queen's Pawn two Moves.

B. The Queen gives check at the white King's
fourth Square.

^{6.}
W. The King at his Bishop's second Square.

B. The King's Bishop at his King's second
Square (*a*).

^{7.}
W. The King's Bishop at his Queen's 3d Square.

B. The Queen at her Bishop's third Square.

^{8.}
W. The Queen's Bishop takes the Pawn.

B. The Queen's Bishop at her King's third
Square.

(*a*) If he had not cover'd his King and left his Queen
where she was, he had run the Risk to lose her or the
Game soon after; because you would have given check with
your Bishop, and afterwards your King's Rook would have
attack'd his Queen.

9. *W.*

9.

W. The Queen at her King's second Square.

B. The Queen at her second Square.

10.

W. The Queen's Bishop's Pawn two Steps.

B. The Queen's Bishop's Pawn one Step.

11.

W. The Queen's Knight at his Bishop's third Square.

B. The King's Knight at his Bishop's third Square.

12.

W. The King's Rook's Pawn one Move.

B. The King castles.

13.

W. The King's Knight's Pawn two Moves.

B. The King's Bishop at his Queen's 3d Square.

14.

W. The King's Knight at the black King's fourth Square.

B. The Bishop takes the Knight.

15.

W. The Pawn retakes the Bishop (*b*).

B. The King's Knight at his King's Square.

16.

W. The Queen's Rook at its Queen's Square.

B. The Queen at her King's second Square.

17.

W. The King's Knight's Pawn one Move.

B. The Queen's Knight at his Queen's second Square.

(*b*) You take with your Pawn to force his Knight back, having no Place to advance it; you would not have remov'd him if you had attack'd him with your Bishop.

18. *W.*

18.

W. The Queen at the black King's Rook's fourth Square (*c*).

B. The King's Knight's Pawn one Move.

19.

W. The Queen at the black King's Rook's third Square.

B. The Queen gives check.

20.

W. The King at his Knight's third Square.

B. The Queen's Knight takes the white King's Pawn.

21.

W. The Knight at his King's fourth Square.

B. The Queen at the white Queen's fourth Square (*d*).

22.

W. The Knight gives check at the black King's Bishop's third Square.

B. The Knight takes the Knight.

23.

W. The Pawn takes the Knight and forceth the Mate.

B. Lost.

(*c*) See the Letter (*f*) in the first Back-Game of this Gambit.

(*d*) If he had play'd his Queen any where else he had lost his Knight, and that would have been sufficient to win the Game.

THIRD



THIRD BACK-GAME,

To the Third Gambit, beginning at
the eleventh Move.

11.

White. **T**HE King's Bishop at his Queen's
third Square.

Black. The King castles on his Queen's Side.

12.

W. The King's Rook at its King's Square.

B. The Queen retires at her King's Bishop's
Square (*a*).

13.

W. The Queen at her Rook's fourth Square.

B. The King at his Queen's Knight's Square.

14.

W. The Queen's Bishop at his King's 3d Square.

B. The Queen's Bishop's Pawn one Move (*b*).

15.

W. The Queen's Pawn one Move.

B. The Queen's Bishop at the white King's
Knight's fourth Square.

(*a*) He retires his Queen to avoid the Loss of a Piece,
which you could force, by pushing your Queen's Pawn
upon his Queen's Bishop.

(*b*) If he had attack'd your Queen with his Queen's Knight,
you must have retir'd your Queen at her Knight's 3d Square,
and afterwards push your Rook's Pawn to dislodge his Knight.

16. *W.*

16.

W. The Queen's Knight's Pawn two Steps.*B.* The Bishop takes the Knight.

17.

W. The Pawn takes the Bishop.*B.* The Queen's Rook at its Bishop's Square (*c*).

18.

W. The Knight at the black Queen's Knight's fourth Square.*B.* The Queen's Rook's Pawn one Step.

19.

W. The Knight takes the Bishop.*B.* The Queen takes the Knight.

20.

W. The Queen's Rook at its Knight's Square.*B.* The Queen's Knight at his King's fourth Square.

21.

W. The King's Bishop at his King's 2d Square.*B.* The King's Knight at his Queen's second Square.

22.

W. The Queen at the black Queen's Rook's fourth Square.*B.* The Queen gives check at her King's Knight's third Square.

23.

W. The King at his Rook's Square.*B.* The Queen at her third Square (*d*).

(*c*). Any thing that he can play, the Game is so disposed that he cannot avoid losing it, that is to say, if the Game be well conducted on both Sides.

(*d*) Any thing else he could have play'd, you must have taken his Pawn with your Queen's Knight's Pawn ; and in case your Adversary had taken it, you must have retaken with your Rook, in order to double them afterwards.

24. *W.*

24.

W. The Pawn takes the Pawn.

B. The King's Knight takes the Pawn.

25.

W. The Queen's Rook at the black Queen's Knight's third Square.

B. The Queen at her King's Bishop's Square.

26.

W. The King's Rook at its Queen's Knight's Square.

B. The Queen's Knight at his Queen's second Square.

27.

W. The Queen's Rook takes the black Queen's Rook's Pawn.

B. The Knight takes the Rook.

28.

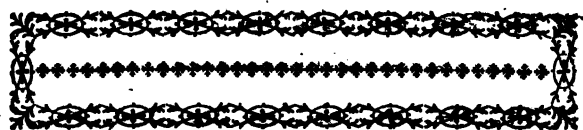
W. The Queen retakes the Knight.

B. The Queen's Rook at its Bishop's 2d Square.

29.

W. The Queen's Pawn one Move, and wins the Game.

FOURTH



FOURTH GAMBIT,

Commonly called

CUNNINGHAM'S GAMBIT,

The Author of which thought it a sure Game, but I find quite the reverse; three Pawns well conducted, for the Loss of a Bishop only, will win the Game, playing well on both Sides. There will be two Back-Games, one from the seventh, and the other at the eleventh Move.

1.
White. **T**HE King's Pawn two Moves.
Black. The same.

2.
W. The King's Bishop's Pawn two Moves.
B. The King's Pawn takes the Pawn.

3.
W. The King's Knight at his Bishop's third Square.
B. The King's Bishop at his King's second Square.

4. *W.*

4.

W. The King's Bishop at his Queen's Bishop's fourth Square.

B. The King's Bishop gives check.

5.

W. The King's Knight's Pawn one Move.

B. The Pawn takes the Pawn.

6.

W. The King castles.

B. The Pawn takes the Rook's Pawn, and gives check.

7.

W. The King at his Rook's Square.

B. The King's Bishop at his third Square (*a*).

8.

W. The King's Pawn one Move.

B. The Queen's Pawn two Steps (*b*).

9.

W. The King's Pawn takes the Bishop.

B. The King's Knight takes the Pawn.

10.

W. The King's Bishop at his Queen's Knight's third Square.

B. The Queen's Bishop at his King's third Square.

(*a*) If instead of playing this Bishop at his third Square he had play'd it at his King's second Square, you had won the Game in a few Moves, which you will see by my first Back-Game, beginning from this seventh Move.

(*b*) Without the Sacrifice of this Bishop he could not win the Game; but, losing it, for three Pawns, he must by a good Management of them, become your Conqueror. The very Strength of those three Pawns (provided he doth not be too hasty in pushing them forwards, and that they be always well sustain'd by his Pieces) will win the Game in spite of your best Defence.

H

II. *W.*

11.

W. The Queen's Pawn one Move (*c*).*B.* The King's Rook's Pawn one Move (*d*).

12.

W. The Queen's Bishop at his King's Bishop's fourth Square.*B.* The Queen's Bishop's Pawn two Steps.

13.

W. The Queen's Bishop takes the Pawn next to his King.*B.* The Queen's Knight at his Bishop's third Square.

14.

W. The Queen's Knight at his Queen's second Square.*B.* The King's Knight at the white King's Knight's fourth Square (*e*).

(*c*) If you had push'd this Pawn two Steps, you had given to his Knights a free Entry in your Game, which would have lost you the Party very soon. But, to make this more sensible, I make it the Subject of a second Back-game from this eleventh Move.

(*d*) This Move is of great Consequence to him, because it hinders you from attacking his King's Knight with your Queen's Bishop, which would have enabled you to separate his Pawns by changing one of your Rooks for one of his Knights, and in this case the Advantage of the Game would have turned on your Side.

(*e*) He playeth this Knight to take your Queen's Bishop, which would prove very incommodious to him in case he should castle on his Queen's Side. It is here proper to observe again as a general Rule, that if the Strength of your Game consists in Pawns, the best way is to take the Adversary's Bishops as soon as possible, because they can stop the advancing of the Pawns, much better than the Rooks.

15. *W.*

15.

W. The Queen at her King's second Square (*f*).*B.* The Knight takes the Bishop.

16.

W. The Queen takes the Knight.*B.* The Queen at her Knight's Square (*g*).

17.

W. The Queen takes the Queen (*b*).*B.* The Rook takes the Queen.

18.

W. The Queen's Rook at its King's Square.*B.* The King at his Queen's second Square.

19.

W. The King's Knight gives check.*B.* The Knight takes the Knight.

20.

W. The Queen's Rook takes the Knight.*B.* The King at his Queen's third Square.

21.

W. The King's Rook at its King's Square.*B.* The Queen's Knight's Pawn two Steps.

22.

W. The Queen's Bishop's Pawn one Step.*B.* The Queen's Rook at its King's Square.

(*f*) Not knowing how to save your Bishop without doing worse, you play your Queen to take his Place again when taken; for, if you had play'd it at your King's Bishop's fourth Square to hinder the Check of his Knight, he would have push'd his King's Knight's Pawn upon your said Bishop, and would have made you lose the Game immediately.

(*g*) If he had played his Queen any where else, she would have been cramp'd; therefore he offers to change, that in case you refuse he may place her at her third Square, where she not only would have been safe, but extremely well posted.

(*b*) If you did not take his Queen, your Game would be still in a worse Condition.

H 2

23. *W.*

23.

W. The Queen's Rook's Pawn two Steps.*B.* The Queen's Rook's Pawn one Step.

24.

W. The Knight at his King's Bishop's 3d Square.*B.* The King's Knight's Pawn two Steps.

25.

W. The King at his Knight's second Square.*B.* The King's Bishop's Pawn one Move (*i*).

26.

W. The Queen's Rook at its King's 2d Square.*B.* The King's Rook's Pawn one Step.

27.

W. The Queen's Rook's Pawn takes the Pawn.*B.* The Pawn retakes the Pawn.

28.

W. The King's Rook at its Queen's Rook's Square.*B.* The Queen's Rook at her Home (*k*).

29.

W. The King's Rook returns to its King's Square.*B.* The Bishop at his Queen's second Square.

30.

W. The Queen's Pawn one Move.*B.* The Queen's Bishop's Pawn one Move.

31.

W. The Bishop at his Queen's Bishop's second Square.

(*i*) If he had push'd this Pawn two Steps, you had gain'd his Queen's Pawn, taking it with your Bishop. This would have mended your Game very much.

(*k*) One must always strive to hinder the Adversary from doubling his Rooks, particularly when there is an Opening in the Game, therefore he proposes immediately to change one for the other.

B. The

B. The King's Rook's Pawn one Move (l).

32.

W. The King's Rook at his Home.

B. The King's Rook at its fourth Square (m).

33.

W. The Queen's Knight's Pawn one Move.

B. The Queen's Rook at its King's Rook's Square.

34.

W. The Queen's Knight's Pawn one Move.

B. The King's Knight's Pawn one Move.

35.

W. The Knight at his Queen's second Square.

B. The King's Rook at its King's Knight's 4th Square.

36.

W. The King's Rook at its King's Bishop's Square.

B. The King's Knight's Pawn one Move.

37.

W. The Rook takes the Pawn, and gives check.

B. The King at his Queen's Bishop's second Square.

38.

W. The King's Rook at the black King's Knight's third Square.

(l) He playeth this Pawn to push afterwards that of his King's Knight's upon your Knight, with an Intention to force it from his Post; but if he had pushed his Knight's Pawn before he play'd this, you must have posted your Knight at your King's Rook's fourth Square, and by this means you would have stopp'd the Progress of all his Pawns.

(m) If instead of playing this he had given check with his Rook's Pawn, he would have play'd ill, and entirely against the Instruction given in the first Party. Vide Refl. (*), first Party.

H 3

B. The

B. The King's Rook's Pawn gives check.

39.

W. The King at his Knight's Square.

B. The King's Knight's Pawn one Move.

40.

W. The Rook takes the Rook.

B. The Rook's Pawn gives check.

41.

W. The King takes the Knight's Pawn.

B. The Rook's Pawn makes a Queen, and gives check.

42.

W. The King at his Bishop's second Square.

B. The Rook gives check at its King's Bishop's Square.

43.

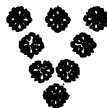
W. The King at his third Square.

B. The Queen gives check at the white King's Rook's third Square.

44.

W. The Knight covers the check, having no other way.

B. The Queen takes the Knight, and afterwards the Rook, and gives mate in two Moves after.



FIRST



FIRST BACK-GAME,

Beginning at the Seventh Move of this
Fourth Gambit.

7.
White. **T**HE King at his Rook's Square.
Black. The Bishop at his King's second
Square.

8.
W. The King's Bishop takes the Pawn, and gives
check.
B. The King takes the Bishop.

9.
W. The King's Knight at the black King's fourth
Square, giving double Check.
B. The King at his third Square, any where else
he loses his Queen.

10.
W. The Queen gives check at her King's Knight's
fourth Square.
B. The King takes the Knight.

11.
W. The Queen gives check at the black King's
Bishop's fourth Square.
B. The King at his Queen's third Square.

12.
W. The Queen gives Check-mate at the black
Queen's fourth Square.

H 4

A SE-



A SEQUEL to this
FIRST BACK-GAME,

In case your Adversary refuses taking your
 Bishop with his King, at the Eighth
 Move of this first Back-Game.

8.

White. **T**HE King's Bishop takes the Pawn
 and gives check.

Black. The King at his Bishop's Square.

9.

W. The King's Knight at the black King's fourth
 Square.

B. The King's Knight at his King's Bishop's 3d
 Square.

10.

W. The King's Bishop at his Queen's Knight's
 third Square.

B. The Queen at her King's Square.

11.

W. The King's Knight at the black King's Bi-
 shop's second Square.

B. The Rook at her Knight's Square.

12.

W. The King's Pawn one Move.

B. The Queen's Pawn two Moves.

13. *W.*

13.

W. The Pawn takes the Knight.

B. The Pawn retakes the Pawn.

14.

W. The Bishop takes the Pawn.

B. The Queen's Bishop at the white King's Knight's fourth Square.

15.

W. The Queen at her King's Square.

B. The Queen's Bishop at her King's Rook's fourth Square.

16.

W. The Queen's Pawn two Steps (*a*).

B. The Bishop takes the Knight.

17.

W. The Queen's Bishop gives check.

B. The Rook covers the Check.

18.

W. The Knight at his Queen's Bishop's 3d Square.

B. The Bishop takes the Bishop.

19.

W. The Knight retakes the Bishop.

B. The Queen at her King's Bishop's 2d Square.

20.

W. The Knight takes the Bishop.

B. The Queen takes the Knight.

21.

W. The Queen takes the Queen.

B. The King takes the Queen.

22.

W. The Bishop takes the Rook, and with the Superiority of a Rook, besides a good Situation, will easily win the Game.

(*a*) This Piece is sacrificed, only to shorten the Game.

SECOND



SECOND BACK-GAME,

Beginning at the eleventh Move of this
Cunningham's Gambit.

11.

White. **T**HE Queen's Pawn two Moves.

Black. The King's Knight at the white
King's fourth Square.

12.

W. The Queen's Bishop at his King's Bishop's
fourth Square.

B. The King's Bishop's Pawn two Moves.

13.

W. The Queen's Knight at his Queen's second
Square (*a*).

B. The Queen at her King's second Square.

14.

W. The Queen's Bishop's Pawn two Moves.

B. The Queen's Bishop's Pawn one Move (*b*).

(*a*) You play this Knight to tempt your Adversary to take it; but if he did, he would play very ill; because you are to observe, that a Knight thus situated, that is to say, sustain'd by two Pawns, whilst you have no Pawn left to push up to remove it, that Knight is at least worth a Rook, and becomes so incommodious, that you will be forced to take it; and in this case your Adversary reunites his two Pawns, one of which will probably either make a Queen, or cost you a Piece to hinder it.

(*b*) If he had taken your Pawn, his Game would have very much diminish'd in Strength, because his Knight had been sustain'd but by one Pawn instead of two; besides, he would have been forced to retire his King's Knight when attack'd, in order to preserve the Pawn that sustain'd it.

15. *W.*

15

W. The Pawn takes the Pawn.

B. The Pawn retakes the Pawn.

16.

W. The Queen's Rook at its Bishop's Square.

B. The Queen's Knight at his Bishop's third Square.

17.

W. The Queen's Knight takes the Knight.

B. The King's Bishop's Pawn retakes the Knight.

18.

W. The Knight takes the black Pawn next to his King.

B. The King castles with his Rook.

19.

W. The Queen at her second Square.

B. The King's Rook's Pawn one Step.

20.

W. The Queen's Rook at the black Queen's Bishop's fourth Square.

B. The Queen's Rook at its Queen's Square.

21.

W. The King's Bishop at his Queen's Rook's fourth Square.

B. The King's Knight's Pawn two Steps.

22.

W. The Queen's Bishop at his King's third Square.

B. The Rook takes the Rook.

23.

W. The Knight takes the Rook.

B. The Queen at her third Square.

24.

W. The Queen at her King's Rook's 2d Square.

B. The King at his Knight's second Square.

25.

W. The Queen takes the Queen.*B.* The Rook retakes the Queen.

26.

W. The Queen's Rook's Pawn one Move.*B.* The King at his Knight's third Square.

27.

W. The Queen's Knight's Pawn two Steps:*B.* The King's Rook's Pawn one Move.

28.

W. The Queen's Knight's Pawn one Move.*B.* The Knight at his King's second Square.

29.

W. The Rook at the black Queen's Bishop's second Square.*B.* The Rook at its Queen's second Square.

30.

W. The Rook takes the Rook, if not it will be the same.*B.* The Bishop retakes the Rook.

31.

W. The King at his Knight's second Square.*B.* The King's Rook's Pawn one Step.

32.

W. The Queen's Bishop at his King's Bishop's second Square.*B.* The King at his Rook's fourth Square.

33.

W. The King's Bishop gives check.*B.* The Bishop covers the Check.

34.

W. The Bishop takes the Bishop.*B.* The King takes the Bishop.35. *W.*

35.

W. The Knight gives check at his King's third Square.

B. The King at the white King's Bishop's fourth Square.

36.

W. The King at his Rook's third Square.

B. The King at the white King's Bishop's third Square.

37.

W. The Knight at his King's Knight's fourth Square.

B. The Knight at his King's Bishop's fourth Square.

38.

W. The Bishop at his King's Knight's Square.

B. The King's Pawn one Move.

39.

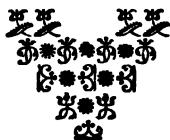
W. The Queen's Rook's Pawn one Move.

B. The King's Pawn one Move.

40.

W. The Bishop at his King's Bishop's second Square.

B. The Knight takes the Queen's Pawn, and wins afterwards the Party.



A NEW



A

NEW OBSERVATION

UPON THE

Gambit call'd *Cunningham's*.

I have already shewn, that the Attack of that Gambit is far from being good, since the Defence must win every way when tolerably well perform'd; three Pawns well conducted cannot be less than equivalent to a Piece: But the sure way to win is, when the first Check is given with the Bishop, to remove your King to his own Bishop's Place, and not pushing the Pawn, as *Cunningham* sheweth.

1.

White. **T**HE King's Pawn two Moves.
Black. **T**HE same.

2.

W. The King's Bishop's Pawn two Moves.
B. The Pawn takes the Pawn.

3.

W. The King's Knight at his Bishop's 3d Square.
B. The

B. The King's Bishop at his King's second Square.

4.

W. The King's Bishop at his Queen's Bishop's fourth Square.

B. The Bishop gives check.

5.

W. The King at his Bishop's Square (*a*).

B. The Queen's Pawn one Step.

6.

W. The Queen's Pawn two Steps:

B. The Queen at her King's Bishop's 3d Square.

7.

W. The King's Pawn one Step.

B. The Queen's Pawn takes the Pawn.

8.

W. The Queen's Pawn retakes the Pawn.

B. The Queen at her King's second Square.

9.

W. The Queen's Bishop takes the Gambit's Pawn.

B. The Queen's Bishop at the white King's Knight's fourth Square.

10.

W. The Queen's Knight at his Bishop's third Square.

B. The Queen's Bishop's Pawn one Step.

11.

W. The Queen's Knight at his King's fourth Square, and must win the Game.

(*a*) Retiring your King at his Bishop's Place, makes it impossible for your Adversary to preserve the Gambit's Pawn, which will be always in your Power to take, and preserve continually the Attack upon him.

THE



T H E
Q U E E N ' s G A M B I T ,
O T H E R W I S E
G A M B I T o f A L E P P O ,

Wherein there will be six Back-games.

1.

White. **T**H E Queen's Pawn two Steps.
Black. **T**he Queen's Pawn two Steps likewise.

2.

W. The Queen's Bishop's Pawn two Steps.
B. The Pawn takes the Pawn.

3.

W. The King's Pawn two Moves (*a*).
B. The King's Pawn two Moves.

(*a*) If instead of two, you had push'd this Pawn but one Step, your Adversary would in this Case have shut up your Queen's Bishop for at least half the Game; my first Back-game will be the Evidence of it. In the mean while I take this Opportunity to acquaint you, that a certain Author (otherwise a very good Player, who delights chiefly in this Queen's Gambit) teaches to push this Pawn only one Step; however, this will convince him and others that it is absolutely better to push it two Steps; nevertheless, I will agree, that pushing it only one Step, you may sometimes deceive a bad Player, but this doth not justify the Move.

(*b*) If instead of playing this Pawn, he had sustain'd the Gambit's Pawn, he had lost the Game. This will be seen by a second Back-game. But if he had neither push'd this Pawn,

nor

4.

W. The Queen's Pawn one Move (*c*).*B.* The King's Bishop's Pawn two Moves (*d*).

5.

W. The Queen's Knight at his Bishop's third Square.*B.* The King's Knight at his Bishop's 3d Square.

6.

W. The King's Bishop's Pawn one Move.*B.* The King's Bishop at his Queen's Bishop's fourth Square.

7.

W. The Queen's Knight at his Rook's fourth Square (*e*).*B.* The Bishop takes the Knight, near the white King's Rook (*f*).

8.

W. The Rook takes the Bishop.

nor taken the Gambit's Pawn, in this case you must have push'd your King's Bishop's Pawn two Steps, and your Game would have been in the best of Situations, for having then three Pawns in Front.

(*c*) If instead of pushing your Pawn forwards you had taken his King's Pawn, you had lost the Advantage of the Attack. This will be the Subject of a third Back-game.

(*d*) If he had play'd any thing else, you must have push'd your King's Bishop's Pawn two Steps; by this means you would have procured your Pieces an entire Liberty to act.

(*e*) If instead of playing your Knight in order to take his King's Bishop, or make him remove it from that Line (as you are instructed in the first Party) you had taken the Gambit's Pawn, you had lost the Game again. This must be shewn by a fourth Back-game.

(*f*) If instead of taking your Knight, he had play'd his Bishop at your Queen's fourth Square, you must have attack'd it with your King's Knight, and taken it the subsequent Move.

I

B. The

B. The King castles (*g*).

9.

W. The Knight at his Queen's Bishop's 3d Square.

B. The Pawn takes the Pawn.

10.

W. The King's Bishop takes the Gambit's Pawn (*b*).

B. The Pawn takes the white King's Bishop's Pawn.

11.

W. The Pawn retakes the Pawn (*i*).

B. The Queen's Bishop at his King's Bishop's fourth Square.

12.

W. The Queen's Bishop at his King's third Square.

B. The Queen's Knight at his Queen's second Square.

13.

W. The Queen at her second Square.

B. The Queen's Knight at his third Square.

14.

W. The Queen's Bishop takes the Knight.

B. The Rook's Pawn retakes the Bishop.

(*g*) Instead of castling, if he had push'd his Queen's Knight's Pawn two Steps in order to sustain his Gambit's Pawn, you will be convinced by a fifth Back-game that he had lost the Party; and if instead of either of these two Moves, he had chosen to take your King's Pawn, your retaking it would have hindered him from taking yours again with his Knight, because he would have lost the Game by your giving him check with your Queen. This is easily seen without a Back-game.

(*b*) This particular Move demands a sixth Back-game; because if you had retaken his King's Bishop's Pawn with your King's Bishop's Pawn, you had lost the Game again.

(*i*) In retaking this Pawn, you give an Opening to your Rook upon his King, and this Pawn serves likewise for a better Guard to your King, it stops also the Course of your Adversary's Knight; and tho' you have at present a Pawn less, you have the best of the Game by the Situation.

15. *W.*

15.

W. The King castles on his Queen's Side.

B. The King at his Rook's Square.

16.

W. The King's Rook at the black King's Knight's fourth Square.

B. The King's Knight's Pawn one Move.

17.

W. The Queen at her King's third Square.

B. The Queen at her third Square.

18.

W. The Knight at his King's fourth Square.

B. The Bishop takes the Knight.

19.

W. The Pawn retakes the Bishop, and reunites his Comrades.

B. The King's Rook at its King's Square.

20.

W. The King at his Queen's Knight's Square.

B. The Queen at her Bishop's fourth Square.

21.

W. The Queen takes the Queen.

B. The Pawn retakes the Queen.

22.

W. The Queen's Rook at its King's Square.

B. The King at its Knight's second Square.

23.

W. The King at his Queen's Bishop's second Square.

B. The King's Rook's Pawn one Move.

24.

W. The King's Rook at his Knight's third Square.

B. The Knight at his King's Rook's fourth Square.

25.

W. The attack'd Rook saves itself at the Queen's Knight's third Square.

B. The Queen's Knight's Pawn one Move.

26.

W. The Queen's Pawn one Step, to make an Opening for your Rook and Bishop.

B. The Pawn takes the Pawn.

27.

W. The King's Rook takes the Pawn.

B. The Queen's Rook at its Queen's Square.

28.

W. The Queen's Rook at its Queen's Square.

B. The Knight at his King's Bishop's third Square.

29.

W. The King's Rook gives check.

B. The King at his Rook's Square.

30.

W. The Bishop at the black Queen's fourth Square, to hinder the Adversary's Pawns advancing.

B. The Knight takes the Bishop.

31.

W. The Rook retakes the Knight.

B. The King's Rook at its Bishop's Square.

32.

W. The Queen's Rook at its Queen's second Square.

B. The King's Rook at the white King's Bishop's fourth Square.

33.

W. The Queen's Rook at its King's second Square.

B. The Queen's Pawn one Move.

34.

W. The Pawn takes the Pawn.

B. The Queen's Rook takes the Pawn.

35. *W.*

35.

W. The King's Rook at the black King's second Square.

B. The King's Knight's Pawn one Step; if he sustain'd the Pawn, the Game was lost.

36.

W. One of the two Rooks takes the Pawn.

B. The Rook takes the Rook.

37.

W. The Rook retakes the Rook.

B. The Rook gives check at the white King's Bishop's second Square.

38.

W. The King at his Queen's Bishop's third Square.

B. The Rook takes the Pawn.

39.

W. The Rook's Pawn two Steps (*k*).

B. The King's Knight's Pawn one Step.

40.

W. The Rook's Pawn one Move.

B. The Knight's Pawn one Move.

41.

W. The Rook at its King's Square.

B. The Knight's Pawn one Move.

42.

W. The Rook at its King's Knight's Square.

B. The Rook gives check.

43.

W. The King at his Queen's Bishop's fourth Square.

(*k*) If you had taken his Pawn with your Rook, instead of pushing this Pawn, you had lost the Game; because your King would have hindered your Rook's coming in time to stop the Passage of his Knight's Pawn. This may be seen by playing over the same Moves.

B. The Rook at the white King's Knight's third Square.

44.

W. The Rook's Pawn one Move.

B. The Rook at its Knight's second Square.

45.

W. The King takes the Pawn.

B. The Rook's Pawn one Move.

46.

W. The King at the black Queen's Knight's third Square.

B. The Rook's Pawn one Move.

47.

W. The Rook's Pawn one Move.

B. The Rook takes the Pawn (1).

48.

W. The Rook takes the Pawn (m).

B. The Rook at the King's Rook's second Square.

49.

W. The Pawn two Steps.

B. The Pawn one Step.

50.

W. The Rook at its King's Rook's second Square.

B. The King at his Knight's second Square.

51.

W. The Pawn one Move.

B. The King at his Knight's third Square.

52.

W. The King at the black Queen's Bishop's third Square.

(1) If he did not take your Pawn, you must have taken his; and that would have given you the Game.

(m) If instead of taking his Pawn, you had taken his Rook, you had lost the Game: This requires no Back-games to shew these last Moves, being easily found with but very little Trouble in playing them over again.

B. The King at his Knight's fourth Square.

53.

W. The Pawn one Move.

B. The King at the white King's Knight's fourth Square.

54.

W. The Pawn advances.

B. The Rook takes the Pawn, and playing afterwards his King upon the Rook, it is visible to be a drawn Game, because his Pawn will cost your Rook.



FIRST BACK - GAME,

Beginning at the third Move of this
Queen's Gambit.

White. ^{3.} **T**HE King's Pawn one Move.

Black. **T**he King's Bishop's Pawn two Steps (*a*).

4.

W. The King's Bishop takes the Pawn.

B. The King's Pawn one Move.

5.

W. The King's Bishop's Pawn one Move.

(*a*) The moving of this Pawn must convince you, that it had been better to push your King's Pawn two Steps, because (as you can easily perceive) his Pawn hinders the Union of your King's and Queen's Pawns in front.

I 4

B. The

B. The King's Knight at his Bishop's third Square (*b*).

6.

W. The Queen's Knight at his Bishop's third Square.

B. The Queen's Bishop's Pawn two Steps (*c*).

7.

W. The King's Knight at his King's second Square.

B. The Queen's Knight at his Bishop's third Square.

8.

W. The King castles.

B. The King's Knight's Pawn two Steps (*d*).

9.

W. The Queen's Pawn takes the Pawn (*e*).

B. The Queen takes the Queen.

10.

W. The Rook retakes the Queen.

B. The King's Bishop takes the Pawn.

11.

W. The King's Knight at his Queen's fourth Square.

B. The King at his second Square.

12.

W. The Queen's Knight at his Rook's fourth Square.

(*b*) He playeth this Knight for the same purpose, which is to hinder your King's and Queen's Pawns to assemble.

(*c*) This is push'd again with the same Design to hinder the Center Pawns to unite in front.

(*d*) He playeth this Pawn to push that of his King's Bishop's upon your King's Pawn in case of need, which would be the Cause of an entire Separation of your best Pawns.

(*e*) If instead of taking this Pawn you had advanced it, your Adversary would have attack'd your King's Bishop with his Queen's Knight to oblige you to give him check; and in this case, he, playing his King at his Bishop's second Square, had gain'd the Move upon you, and a very good Situation of Game.

B. The

B. The King's Bishop at his Queen's third Square.

13.

W. The King's Knight takes the Knight.

B. The Pawn retakes the Knight.

14.

W. The King's Bishop's Pawn one Step (*f*).

B. The King's Rook's Pawn one Step.

15.

W. The Queen's Bishop at his Queen's second Square.

B. The Knight at his Queen's fourth Square.

16.

W. The King's Knight's Pawn one Step.

B. The Queen's Bishop at his Queen's second Square,

17.

W. The King at his Bishop's second Square.

B. The Queen's Bishop's Pawn one Move.

18.

W. The Knight at his Queen's Bishop's third Square.

B. The Queen's Bishop at his third Square.

19.

W. The Knight takes the Knight.

B. The Pawn retakes the Knight.

20.

W. The King's Bishop at his King's second Square.

B. The Queen's Rook at its King's Knight's Square.

21.

W. The Queen's Bishop at his third Square.

(*f*) You advance this Pawn to hinder your Adversary's putting three Pawns in front, which he would have perform'd by pushing only his King's Pawn.

B. The

B. The King's Knight's Pawn takes the Pawn.

22.

W. The Bishop takes the Rook (g).

B. The Pawn takes the King's Pawn giving check.

23.

W. The King retakes the Pawn.

B. The Rook takes the Bishop.

24.

W. The King's Bishop at his third Square.

B. The King at his third Square.

25.

W. The King's Rook at its Queen's second Square.

B. The Queen's Pawn gives check.

26.

W. The King at his Bishop's second Square.

B. The Queen's Bishop at the white King's fourth Square.

27.

W. The Queen's Rook at its King's Square.

B. The King at his Queen's fourth Square.

28.

W. The King's Rook at its King's second Square.

B. The Rook at its King's Square.

29.

W. The King's Knight's Pawn one Move.

B. The Bishop takes the Bishop.

(g) If you had retaken his Pawn with your Knight's Pawn, he would have push'd his Queen's Pawn upon your Bishop, and afterwards would have entered your Game with a Check of his Rook, sustain'd by his Queen's Bishop; and if you had taken this Pawn with your King's Pawn, he might have done the same; that would have given him a very good Game, because one of his Pawns being then pass'd (that is to say, a Pawn that can be no more stopp'd but by Pieces) will infallibly cost a Piece, to hinder the making of it a Queen.

30. **W.**

30.

W. The Rook takes the Rook.*B.* The Pawn takes the Pawn.

31.

W. The King's Rook's Pawn one Move.*B.* The Queen's Bishop's Pawn one Move.

32.

W. The King's Rook at the black King's Rook's Square.*B.* The Queen's Pawn one Move.

33.

W. The King at his third Square.*B.* The King's Bishop gives check at his Queen's Bishop's fourth Square.

34.

W. The King at his Bishop's fourth Square, having no other Place.*B.* The Queen's Pawn one Move, and wins the Game (*b*).

(*b*) I let your Game be lost, only to shew the Strength of two Bishops against the Rooks, particularly when the King is placed between two Pawns. But if instead of employing your Rooks to make War against his Pawns, you had, on the thirty-first Move, play'd your Rook at the black Queen's Square; on the thirty-second Move brought your other Rook at your Adversary's King's second Square; and on the thirty-third Move sacrificed your first Rook for his King's Bishop; instead of losing, you had made it a drawn Game.



SECOND



SECOND BACK-GAME,

Beginning at the third Move of this Queen's Gambit.

3.
White. **T**HE King's Pawn two Steps.
Black. The Queen's Knight's Pawn two Steps.

4.
W. The Queen's Rook's Pawn two Steps.
B. The Queen's Bishop's Pawn one Step.

5.
W. The Queen's Knight's Pawn one Step.
B. The Gambit's Pawn takes the Pawn.

6.
W. The Rook's Pawn takes the Pawn.
B. The Queen's Bishop's Pawn takes the Pawn.

7.
W. The King's Bishop takes the Pawn, and gives check.
B. The Bishop covers the Check.

8.
W. The Queen takes the Pawn.
B. The Bishop takes the Bishop.

(a) It is of the same Consequence in the Attack of the Queen's Gambit, to separate the Adversary's Pawns on that Side, as it is in the King's Gambits to separate them on the King's Side.

9. *W.*

9.

W. The Queen retakes the Bishop, and gives check.**B.** The Queen covers the Check.

10.

W. The Queen takes the Queen.**- G A B.** The Knight retakes the Queen.

11.

W. The King's Bishop's Pawn two Steps.**More of B.** The King's Pawn one Move or Step.

12.

W. The King at his second Square.**B.** The King's Bishop's Pawn two Steps (*b*).

o Steps

t's Pan

13.

W. The King's Pawn one Move.**B.** The King's Knight at his King's second Square.

14.

Steps

Step.

W. The Queen's Knight at his Bishop's third Square.

Step.

n.

B. The King's Knight at his Queen's fourth Square (*c*).

15.

W. The Knight takes the Knight.**B.** The Pawn retakes the Knight.

he Pr

und gk

(*b*) By pushing this Pawn two Steps, his Scheme is to force you to push forwards your King's Pawn, in order to make your Queen's Pawn, now at the Head, be left behind, and of no use to you. (Vide Ref. (*1*) in the third Party.) Nevertheless you must play it; but you will strive afterwards with the Help of your Pieces to change this your Queen's Pawn for his King's, and give by this means a free Passage to your own King's Pawn.

(*c*) In this present Situation your Adversary is forced to propose the changing of Knights, though by this Move he separates his Pawns; because if he had play'd any thing else, you would have taken his Rook's Pawn, playing only your Knight at the black Queen's Knight's fourth Square, as you may easily perceive.

r the
that
the

V.

16. **W.**

16.

W. The Queen's Bishop at his Rook's 3d Square.
B. The Bishop takes the Bishop.

17.

W. The Rook takes the Bishop.
B. The King at his second Square.

18.

W. The King at his Bishop's third Square.
B. The King's Rook at its Queen's Knight's Square.

19.

W. The Knight at his King's second Square.
B. The King at his third Square.

20.

W. The King's Rook at its Queen's Rook's Square.
B. The King's Rook at its Queen's Knight's 2d Square.

21.

W. The Queen's Rook gives check.
B. The Knight covers the Check.

22.

W. The King's Rook at the black Queen's Rook's fourth Square.
B. The King's Knight's Pawn one Move.

23.

W. The Knight at his Queen's Bishop's 3d Square.
B. The Queen's Rook at its Queen's Square.

24.

W. The Queen's Rook takes the Rook's Pawn.
B. The Rook takes the Rook.

25.

W. The Rook retaketh, and must win the Game, having a Pawn Superiority, and moreover a Pawn past, which amounts to a Piece (*d*).

(*d*) One may see by this Back-game, that a Pawn, when separated from his Fellows, will seldom or never make a Fortune.

THIRD



THIRD BACK-GAME,

Beginning at the fourth Move of this
Queen's Gambit.

^{4.}
White. **T**HE Queen's Pawn takes the Pawn.
Black. The Queen takes the Queen.

^{5.}
W. The King retakes the Queen.
B. The Queen's Bishop at his King's 3d Square.

^{6.}
W. The King's Bishop's Pawn two Steps.
B. The King's Knight's Pawn one Step.

^{7.}
W. The Queen's Knight at his Bishop's third Square.
B. The Queen's Knight at his Queen's second Square.

^{8.}
W. The King's Rook's Pawn one Move.
B. The King's Rook's Pawn two Moves:

^{9.}
W. The Queen's Bishop at his King's 3d Square.
B. The King castles.

^{10.}
W. The King at his Queen's Bishop's 2d Square.
B. The King's Bishop at his Queen's Bishop's fourth Square.

11. *W.*

11.

W. The Bishop takes the Bishop.

B. The Knight retakes the Bishop.

12.

W. The King's Knight at his Bishop's third Square.

B. The Queen's Bishop's Pawn one Step.

13.

W. The King's Knight at the black King's Knight's fourth Square.

B. The Queen's Knight's Pawn two Steps.

14.

W. The King's Bishop at his King's second Square.

B. The King's Knight at his King's second Square.

15.

W. The Knight takes the Bishop.

B. The Pawn retakes the Knight.

16.

W. The Queen's Rook's Pawn two Steps.

B. The Queen's Knight at the white Queen's Knight's third Square.

17.

W. The Queen's Rook at its second Square.

B. The Queen's Rook's Pawn one Step.

18.

W. The Queen's Rook's Pawn takes the Pawn.

B. The Queen's Rook's Pawn retakes the Pawn.

19.

W. The Rook gives check.

B. The King at his Queen's Knight's second Square.

20. *W.*

20.

W. The Rook takes the Rook.

B. The Rook retakes the Rook.

21.

W. The Rook at its Queen's Square.

B. The Queen's Knight gives check at the white Queen's fourth Square.

22.

W. The King at his Queen's Knight's Square.

B. The King at his Queen's Knight's third Square.

23.

W. The King's Knight's Pawn two Steps.

B. The Pawn takes the Pawn.

24.

W. The Pawn retakes the Pawn.

B. The Queen's Bishop's Pawn one Move.

25.

W. The King's Knight's Pawn one Move.

B. The King's Knight at his Queen's Bishop's third Square.

26.

W. The Bishop at his King's Knight's 4th Square.

B. The Queen's Knight's Pawn one Move.

27.

W. The Knight at his King's second Square.

B. The King's Knight at his Queen's Rook's fourth Square.

28.

W. The Knight takes the Knight.

B. The Pawn retakes the Knight

29.

W. The Bishop takes the Pawn.

B. The King at his Queen's Bishop's 4th Square.

30.

W. The King's Bishop's Pawn one Step.

K

B. The

B. The Queen's Pawn one Move.

31.

W. The King's Bishop's Pawn takes the Pawn (*a*).

B. The Knight at the white Queen's Knight's 3d Square.

32.

W. The Pawn one Move.

B. The Rook at its Queen's Rook's Square, to give Check-mate.

33.

W. The Rook takes the Pawn.

B. The Rook gives check.

34.

W. The King has but one Place.

B. The Rook gives Check-mate at its Queen's Bishop's Square.



FOURTH BACK-GAME,

Beginning at the seventh Move of this
Queen's Gambit.

7-

White. **T**HE King's Bishop takes the Gambit's Pawn.

Black. The King's Bishop's Pawn takes the Pawn.
8.

W. The King's Bishop's Pawn retakes the Pawn.

(*a*) He takes this Pawn, to make a Queen upon the white Queen's Square, where his Bishop sustains the Pawn.

I

B. The

B. The King's Knight at the white King's Knight's fourth Square.

9.

W. The King's Knight at his Rook's third Square.

B. The Queen gives check.

10.

W. The King at his Queen's second Square.

B. The King's Knight at the white King's third Square.

11.

W. The Queen at her King's second Square.

B. The Queen's Bishop at the white King's Knight's fourth Square.

12.

W. The Queen at her third Square.

B. The King's Knight takes the King's Knight's Pawn.

13.

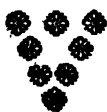
W. The King's Knight at his home.

B. The Queen at the white King's Square giving check.

14.

W. The King retires.

B. The King's Bishop takes the Knight, and will easily win the Game.





FIFTH BACK-GAME,

At the eighth Move.

8.

White. **T**HE Rook retakes the Bishop.

Black. The Queen's Knight's Pawn two Steps.

9.

W. The Knight at the black Queen's Bishop's fourth Square.

B. The King castles.

10.

W. The Queen's Rook's Pawn two Moves.

B. The Queen's Knight at his Rook's 3d Square.

11.

W. The Knight takes the Knight.

B. The Bishop retakes the Knight.

12.

W. The Rook's Pawn takes the Pawn.

B. The Bishop retakes the Pawn.

13.

W. The Queen's Knight's Pawn one Move.

B. The King's Bishop's Pawn takes the Pawn.

14.

W. The Queen's Knight's Pawn takes the Pawn.

B. The Bishop at his Queen's second Square.

15.

W. The Queen's Bishop at the black King's Knight's fourth Square.

B. The

B. The Pawn takes the Pawn.

16.

W. The Pawn retakes the Pawn.

B. The King at his Rook's Square.

17.

W. The King's Bishop at his Queen's 3d Square.

B. The King's Rook's Pawn one Move.

18.

W. The King's Rook's Pawn two Moves.

B. The Rook's Pawn takes the Queen's Bishop.

19.

W. The Pawn retakes the Pawn.

B. The Knight at his Rook's fourth Square.

20.

W. The Bishop at the black King's Knight's 3d Square.

B. The Knight at the white King's Bishop's 4th Square.

21.

B. The Queen at her Bishop's second Square.

B. The Knight takes the Bishop to avoid the mate,

22.

W. The Queen retakes the Knight,

B. The Bishop at his King's Bishop's 4th Square.

23.

W. The Queen gives check.

B. The King retires.

24.

W. The King's Knight's Pawn one Move.

B. The Bishop takes the Pawn.

25.

W. The Queen takes the Bishop.

B. The Queen at her King's Bishop's 3d Square.

K 3

26. *W.*

26.

W. The Queen's Rook at the black Queen's Rook's third Square.

B. The Queen takes the Queen.

27.

W. The Queen's Rook retakes the Queen.

B. The King's Rook at its Bishop's 2d Square.

28.

W. The King at his second Square.

B. The Queen's Rook's Pawn two Steps.

29.

W. The Queen's Rook at the black King's third Square.

B. The Rook's Pawn one Move.

30.

W. The Rook takes the Pawn.

B. The Rook's Pawn one Move.

31.

W. The King's Rook at its Queen's Rook's Square.

B. The Rook's Pawn one Move.

32.

W. The Rook at its King's third Square.

B. The King's Rook at its Bishop's third Square.

33.

W. The King at his Queen's third Square.

B. The Rook gives check.

34.

W. The King at his fourth Square.

B. The Rook takes the Rook.

35.

W. The King retakes the Rook.

B. The Rook at its Queen's Rook's 3d Square.

36.

W. The King at his Queen's fourth Square.

B. The

B. The King at his Bishop's second Square.

37.

W. The King at his Queen's Bishop's 3d Square.

B. The Rook gives check.

38.

W. The King at his Queen's Knight's 4th Square.

B. The Rook takes the Pawn.

39.

W. The Rook takes the Pawn.

B. The King at his second Square.

40.

W. The Queen's Bishop's Pawn one Step.

B. The King's Knight's Pawn two Steps.

41.

W. The Rook at the black Queen's Rook's second Square.

B. The King at his Queen's Square.

42.

W. The King at the black Queen's Knight's fourth Square.

B. The Knight's Pawn one Move.

43.

W. The King at the black Queen's Bishop's 3d Square.

B. The Rook gives check.

44.

W. The Pawn covers the Check.

B. The Pawn takes the Pawn.

45.

W. The Pawn retakes the Pawn.

B. The King at his home.

46.

W. The Rook at the black King's Knight's 2d Square.

K 4

B. The

B. The Rook at its third Square.

47.

W. The King at the black Queen's Bishop's second Square, and afterwards pushing his Pawn, will win the Game.



SIXTH BACK-GAME,

Beginning at the tenth Move.

10.

White. THE King's Bishop's Pawn takes the Pawn.

Black. The Knight takes the King's Pawn.

11.

W. The Knight retakes the Knight.

B. The Queen gives check.

12.

W. The Knight at his King's Knight's 3d Square.

B. The Queen's Bishop at the white King's Knight's fourth Square.

13.

W. The King's Bishop at his King's second Square (a).

B. The Queen takes the Rook's Pawn.

14.

W. The King's Rook at its Bishop's Square (b).

(a) Any thing you could have play'd could not hinder you from losing a Piece.

(b) If instead of playing your Rook you had play'd your King, he had won it sooner, playing only his Rook at your King's Bishop's second Square.

B. The

B. The Queen takes the Knight and gives check.

15.

W. The King at his Queen's second Square.

B. The Queen's Knight at his Queen's second Square.

16.

W. The Rook takes the Rook. (*c*).

B. The Rook retakes the Rook.

17.

W. The Queen at her King's Square.

B. The Rook at the white King's Bishop's second Square, and wins the Game.

(*c*) If you had taken his Bishop, he would have given you check with his Queen at your Queen's third Square, and mate by taking your Rook the following Move.





To give Check-mate with a Rook and a Bishop, against a Rook.

The Situation in which I put the Pieces, is the most advantageous for the defending Rook; but in case the Defender doth not choose that Retreat, it is not at all difficult to force his King at the Extremity of the Chess-board.

SITUATION.

White. The King at the black King's 3d Square, the Rook upon the Queen's Bishop's Line, and the Bishop at the black King's fourth Square.

Black. The King at his home, and the Rook at its Queen's second Square.

1.

White. **T**HE Rook gives check.

Black. **T**he Rook covers the Check.

2.

W. The Rook at the black Queen's Bishop's 2d Square.

B. The Rook at the white Queen's 2d Square.

3.

W. The Rook at the black Queen's Knight's second Square.

B. The

B. The Rook at the white Queen's Square.

W. The Rook at the black King's Knight's second Square (*a*).

B. The Rook at the white King's Bishop's Square.

W. The Bishop at his King's Knight's third Square (*b*).

B. The King at his Bishop's Square.

W. The Rook at its King's Knight's 4th Square.

B. The King at his home.

W. The Rook at its Queen's Bishop's fourth Square (*c*).

B. The Rook at the white Queen's Square.

W. The Bishop at his King's Rook's 4th Square.

B. The King at his Bishop's Square.

W. The Bishop at the black King's Bishop's 3d Square.

B. The Rook gives check at the white King's Square.

W. The Bishop covers the Check.

B. The King at his Knight's Square.

W. The Rook at the King's Rook's 4th Square.
and gives Mate the following Move.

The Letters *a*, *b*, *c*, send you back from those Moves to another way of giving him Check-mate, according as he changes his Moves.

From



From the Letter (*a*) on the fourth Move.

White. ^{4.} **T**HE Rook at the black King's Knight's second Square.

Black. The King at his Bishop's Square.

W. ^{5.} The Rook at the black King's Rook's second Square.

B. The Rook at the white King's Knight's Square.

W. ^{6.} The Rook at the black Queen's Bishop's 2d Square,

B. The Rook gives check at its King's Knight's third Square (*x*).

W. ^{7.} The Bishop covers the Check.

B. The King at his Knight's Square.


W. ^{8.} The Rook gives check,

B. The King at his Rook's second Square.

W. ^{9.} The Rook gives Check-mate at the black King's Rook's Square.



(*x*) A


(x) A Sequel of this, from the fixth
Move, in case he doth not give
check with his Rook.

6.

White. **T**HE Rook at the black Queen's
Bishop's second Square.

Black. The King at his Knight's Square.

7.

W. The Rook gives check at the Queen's Bishop's
Square.

B. The King at his Rook's second Square.

8.

W. The Rook gives check at the black King's
Rook's Square.

B. The King at his Knight's third Square.

9.

W. The Rook gives check at the black King's
Knight's Square, and takes the black Rook,
for nothing.



(b) Another



(b) Another way of giving Mate with a Rook and a Bishop, against a Rook, beginning from the fifth Move.

5.
White. **T**HE Bishop at his King's Knight's third Square.

Black. The Rook at the white King's Bishop's third Square.

6.

W. The Bishop at the black Queen's 3d Square.

B. The Rook gives check at the white King's 3d Square.

7.

W. The Bishop covers the Check.

B. The Rook at the white King's Bishop's third Square.

8.

W. The Rook gives check at the black King's second Square.

B. The King at his Queen's Square.

9.

W. The Rook at the black Queen's Knight's second Square, and gives Mate the following Move, at the black Queen's Knight's Square.

(c) Another

7.
White. THE Rook at its Queen's Bishop's
fourth Square.

8.

B. The King at his Knight's Square.

9.

W. The Rook at its King's Rook's 4th Square, and gives Mate the following Move, at the black King's Rook's Square.

By which one may be convinced, that it is rather disadvantageous to play the Queen's Bishop's Pawn on the second Move.

I.

White. **I** The same.

2.

W. The Queen's Pawn two Moves.

Digitized by Google

3.
B. The Pawn takes the Pawn.
W. The Queen retakes the Pawn.

4.
B. The Queen's Pawn two Moves.
W. The Pawn takes the Pawn.

5.
B. The Pawn retakes the Pawn.
W. The Queen's Bishop's Pawn two Steps.

6.
B. The Queen's Bishop at his King's 3d Square.
W. The Pawn takes the Pawn.

7.
B. The Queen retakes the Pawn.
W. The Queen takes the Queen.

8.
B. The Bishop retakes the Queen.
W. The Queen's Knight at his Bishop's 3d Square.

Without going any further, I leave to consider whether the Black has made any thing of his Attack, tho' he play'd the very best Moves.

F I N I S.

D.P.
55

